

Solutions to Quick Check Questions

12

Reusable Classes and Packages

12.1 Object Categories



Quick Check

1. Name four categories of object roles?

Application logic, controller, storage, and user interface are the four categories.

2. Quickly go over the objects in the Chapters 8 and 9 sample programs, and for each object, tell its category.

Chapter 8:

<i>EggyPeggyMain</i>	<i>controller</i>
<i>EggyPeggy</i>	<i>controller/application logic</i>
<i>InputBox</i>	<i>user interface</i>
<i>OutputBox</i>	<i>user interface</i>
<i>ResponseBox</i>	<i>user interface</i>
<i>String</i>	<i>application logic</i>
<i>StringBuffer</i>	<i>application logic</i>
<i>MainWindow</i>	<i>user interface</i>

*Chapter 9:**AddressBook**application logic*

3. Suppose we design an airline reservation system and include a Fare-Calculator class. Is an instance of this class an application logic object? Does a FareCalculator object model a real-world counterpart? Or is it an intangible object that exists in the cyberspace of programming?

Yes, a FareCalculator object handles the application logic of computing the fare. There is no direct counterpart in the real world other than the human operator, so this object more of an intangible object that exists in the cyberspace.

12.2 Method Overriding and Overloaded Methods**Quick Check**

1. Which two of the following declarations have the same method signature?

```
public    int    quizMethod( int one, float two )
public    void    quizMethod( int one, float two )
private   void    quizMethod( int one, int two )
```

The method signature does not include the access modifier and the return type, so the first and the second method have the same signature.

2. What is the difference between method signature and method prototype?

The method prototype adds the access modifier and the return type to the method signature.

12.3 Sample Classes: Reusable EggyPeggy and HiLo

No Quick Check Questions.

12.4 Package Organization

No Quick Check Questions.

