

Quiz #1 Answers

1. Imagine the following line in a Java program. What is this really declaring and what must be done before this can be used?

```
MyScreen scrn;
```

This declares a reference to an object of type MyScreen. In order to be useful, it must be set to point to an instance of an object of that type. Often we do this by creating a new object and setting it to reference that new object with a line of code like this: scrn=new MyScreen();

2. What two things does inheritance provide in Java? Which one do you get when you inherit from an interface?

Inheritance provides both code reuses and subtyping. Since an interface doesn't have any code in it, it only provides the subtyping.

Extra Credit: How should you compare two strings for equality in Java?

Use the equals method.