

Quiz #4 Answers

1. List three of the settings that you can control in Java2D.

You can pick three from the following list. The Graphics2D class has a set method for each of these.

Paint

Stroke

Clip

Font

Transform

Composite

Render Hints

2. Write code for push and pop on a stack that uses a linked list to store the data.

I'm going to assume we have a rather standard node class for a singly linked list.

```
void push(T t) {
    head=new Node(t,head);
}

T pop() {
    T ret=head.data;
    head=nead.next;
    return ret;
}
```

Extra Credit: What is the syntax for throwing an exception? (You can write a line of code to throw an exception for this.)

throw new Exception("An informative message here.");