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| 1. According to Ms. Furman, what percentage of content in the AP-CS Exam comes directly from the Gridworld case study? |  |
| 1. In the AP-CS Quick Reference Guide, what word tips you to the number of constructors for a Class? |  |
| 1. When evaluating Locations the compareTo(Object other) method will return what values, and why? |  |
| 1. What does the compareTo() method evaluate after the row of Location objects |  |
| 1. How many constructors does the Flower class have? |  |
| 1. When a Flower is left behind by a Bug, what determines its color? |  |
| 1. What code must be eliminated from the move() method of the TiredBug class? |  |
| 1. What key word causes a “is-a” relationship between classes? |  |
| 1. “is-a” also means? |  |
| 1. “has-a” also mean? |  |
| 1. What data does an Actor know? |  |
| 1. What additional private data instances does a BoxBug have? |  |
| 1. What previously tested java Class name did Ms. Furman use to demonstrate why you should follow explicit directions on free response questions? And what was the students prevalent error? |  |
| 1. While reading, what two things does Ms. Furman recommend you quickly scratch down and later define in the RetroBug class? |  |
| 1. How many points does Ms. Furman say you might earn by writing a complete class header for the RetroBug. Write the complete class statement. |  |
| 1. What is the easiest way to call the overridden act() method of Bug within RetroBug’s act() method? |  |
| 1. What does the keyword instanceof do? How would a RetroBug use instanceof? |  |