## 1 Bear

```
public class Bear {
    public static int num = 0;
    public int myNum;
    public String name;
    public Bear (int n, String str) {
        num += 1;
        myNum = n;
        name = str;
    }
    public void printNum() {
        System.out.println(myNum);
    }
    public void printInfo(String str) {
        System.out.println("I like " + str);
    }
    public void printInfo(int d) {
        System.out.println("Number: " + d);
    }
}
```

Take a look at the class and answer the questions below. Suppose we instantiate the following two objects:

```
Bear bear1 = new Bear(4, "Oski");
Bear bear2 = new Bear(2, "Clark");
```

What is the output after executing the following snippet of code:

```
System.out.println(bear2.num);
bear2.num -= 1;
System.out.println(bear1.num);
bear2.myNum -= 1;
System.out.println(bear1.myNum);
bear1.printInfo(2);
bear1.printInfo("apples");
```


## Solution:

```
2
1
4
Number: 2
I like apples
```


## 2 Box and Pointer Diagrams

Answer the following questions about the Avatar class.

```
public class Avatar {
    public static String electricity; public String fluid;
    public Avatar(String str1, String str2) {
        Avatar.electricity = strl;
        this.fluid = str2;
    }
    public static void main(String[] args) {
        Avatar fool = new Avatar("one ", "two");
        Avatar foo2 = new Avatar("three ", "four");
        /* a */
        fool.electricity = "I declare ";
        fool.fluid = "a thumb war";
        /* b */
        foo2 = foo1;
        /* c */
    }
}
```

Draw the box-and-pointer diagrams of the states of the program during the lines with the comments $\mathrm{a}, \mathrm{b}$, and c in the main method before exiting.
a)


Aratar Class
aftributes
$\sqrt{\text { electricityL }}$ "three"
foo2l Avatar

$$
\sqrt[8]{\text { fluid } L^{\text {"four" }}}
$$

b)

$$
\text { fool } L \underbrace{\text { Avatar }} \underbrace{L^{\prime \prime} \text { a thumb }}_{\text {fluid }} \begin{aligned}
& \text { war" }
\end{aligned}
$$

foo2L Avatar

$$
\int \text { fluid L"four" }
$$

c)


Aratar Class
attributes $\sqrt{\text { electricity L"I }}$ de clare"

Aratar Class
artributes $\sqrt{\text { electricity "I I declare" }}$

## 3 Java Practice

1. Write a function that sums up all the digits in an integer recursively.
```
public static int sumDigits (int x) {
    if (___) {
```

$\qquad$

```
    }
    return
```

$\qquad$

``` + sumDigits(
``` \(\qquad\)
``` \}
```


## Solution:

```
public static int sumDigits(int x) {
        if (x <= 0) {
            return 0;
    }
    return x % 10 + sumDigits(x/10);
}
```

2. Write a function that sums up all the digits in an integer iteratively. For example, sumDigits(31415) should return $3+1+4+1+5=14$.
```
public static int sumDigits (int x) {
}
```


## Solution:

```
public static int sumDigits(int x) {
        int total = 0;
        for (int num = x; num > 0; num /= 10) {
            total += num % 10;
        }
        return total;
    }
```

Note: The "while" loop version may be more familiar for students, but going over the "/=" notation in the for loop can be good practice!

## Alternate Solution:

```
public static int sumDigits(int x) {
    int total = 0;
    while (x > 0) {
```

```
        total += x % 10;
        x /= 10;
        }
        return total;
}
```


## 4 Do you Git it?

Recall the Git commands init, add, commit, status, log, show, clone, pull, and push. Which of those commands allows you to:

- tell Git to start tracking a file: add
- save a snapshot of the files being tracked: commit
- see what files have changed since your last commit: status
- see a list of previous commits: log
- create a local copy of a remote repository: clone
- send your locally tracked files to a remote repository: push

