In-Class Activity #4

Name #1: ___________________________________________  Section Leader: _______________
Name #2: ___________________________________________  Section Leader: _______________
Name #3: ___________________________________________  Section Leader: _______________

Directions: In groups of 2 or 3, without using electronics, answer the following questions to the best of your combined abilities. When appropriate, show your work, to help us understand your thought process. ICAs (In-Class Activities) count toward your grade; please take them seriously.

1. After each of your names, above, write “Yes” or “No” in answer to this question: I carefully read the Section 6 handout before I went to section this week.

2. What are the six ideas of code reuse that we’ve covered in class? (These are the ideas that I numbered on the slides.) They don’t need to be in order.

   (a) ___________________________________________  (d) ___________________________________________
   (b) ___________________________________________  (e) ___________________________________________
   (c) ___________________________________________  (f) ___________________________________________

3. How does using a Java interface help support the idea of encapsulation?

4. Explain why, in Section 6, it would have been a good idea to have both TicketGenerator and RaffleTicketGenerator inherit from an abstract class (let’s call it AbstractTicketGenerator), instead of implementing the TicketGeneratable interface. (HINT: Remember that RaffleTicketGenerator was able to re-use issueTicket() and lastIssued() from TicketGenerator.)

When your group is satisfied with your answers, or time is up, hand this to one of the class staff. We’ll review the correct answers after time is up.