

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. Week 6 (2015/09/30)

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.

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|-----------|-----------|
| (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.
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