

- #1) Explain the difference between a Scheduler and a Loader
- #2) What are some of the benefits of Object-Orientated Programming?
- #3) What are some of the benefits of Inheritance?
- #4) In regards to Computer Networks, what are the two major protocols?
- #5) Write a class that locates a point and tells the user which quadrant it is in:
 - a. You must include the following in your class:
 - i. No-Argument Constructor
 - 1. sets x, and y to zero
 - ii. Argument Constructor
 - 2. Sets x, and y to whatever the user has given it
 - iii. setX
 - iv. setY
 - v. getX
 - vi. getY

vii. locateQuadrant

1. returns a string with the quadrant
2. Takes in **NO** inputs

b. **Hint:** If you are confused at how this works, draw a picture of a graph, label the quadrants and then figure out where x and y lie on the graph

c. **You must set your x and y variables in your class to private**

d. Write a driver program to ensure that this works

#6) Given the following code:

```
enum ProgrammingLanguages {Java, C++, Fortran, PHP, Perl, Assembly}
ProgrammingLanguages myLanguages;
```

is this statement valid?

#7) Find the errors:

```
Public double TestMethod(int I, double X)
```

```
{
    while(I > x)
    {
        I--;
    }
    Return I;
}
```