

**COMP 110/L  
Fall 2022**

**Lecture 7 Handout**

1.) Define a class named `Foo`, with a constructor that takes no arguments. The constructor should print `Constructing Foo`.

2.) Define a class named `Bar`, with a constructor that takes a `String`. The constructor should print out the `String`.

3.) Define a class named `SavedDouble`, which:

- Declares an instance variable named `myDouble`
- Declares a constructor which takes a `double`, and initializes `myDouble` to this value

4.) Create an instance of `SavedDouble`, passing 3.14 to `SavedDouble`'s constructor.

5.) Assume the `main` method in the class below is called. What is the output?

```
public class IntAndDouble {
    int myInt;
    double myDouble;
    public IntAndDouble(int x, double y) {
        myInt = x;
        myDouble = y;
    }
    public void doPrint() {
        System.out.println(myInt);
        System.out.println(myDouble);
    }
    public static void main(String[] args) {
        IntAndDouble first = new IntAndDouble(1, 2.5);
        IntAndDouble second = new IntAndDouble(7, 9.8);
        first.doPrint();
        second.doPrint();
    }
}
```

6.) Redefine the `SavedDouble` class (from question 3) below, adding a method named `getDouble`. `getDouble` should return the value of `myDouble`.