

1. You must always create a `.toString()` method in your classes.
 - a. True
 - b. **False**
2. What will the output be?

```
public class Tree {  
    public Tree(String name) {  
        System.out.println("My leafs color is :" + name);  
    }  
    public static void main(String[] args) {  
        Tree myLeaf = new Tree("yellow");  
        myLeaf = new Tree("green");  
    }  
}
```

- a. My leafs color is yellow.
 - b. My leafs color is green.
 - c. **My leafs color is yellow. My leafs color is green.**
 - d. My leafs color is green. My leafs color is yellow.
3. Will this code execute?

```
class Snow  
{  
    void Snow()  
    {  
        System.out.println("It is snowing!");  
    }  
  
    public static void main(String[] args)  
    {  
        new Snow();  
    }  
}
```

- a. **It will not execute.**
 - b. It will execute.
4. What is the output?

```

class Athlete {
    static public int walk;
    static public int run;

    public Athlete() {
    }

    public Athlete(int w, int r) {
        walk=w; run=r;
    }

    public String toString() {
        return walk + " " + run;
    }
}

public class MainCode {
    public static void main(String[] args) {
        Athlete.walk = 50;
        Athlete.run = 100;
        System.out.print(new Athlete());
    }
}

```

- a. 50 100
- b. 100 50
- c. Runtime error
- d. Compile error

5. What is the name of the class in Java that is the ancestor class of all classes and that every object automatically inherits from?
- a. class

- b. Object
- c. Java API
- d. this