Solutions

Each answer shows the steps, then the **result**.

2.1

- $16 + 1 =$ **17**

2.2

- twice inside `sumSquares`, once in `main`: **3**

2.3

```
public static int cube(int n)
{
    return square(n) * n;
}
```

- `public static int` header with an `int` parameter
- returns `square(n) * n`

3.1 B

- class name, then the method, with an `int` argument

3.2 B

- `f(1)` is 3; `g(3)` is $f(3) \times 3 = 5 \times 3 = 15$

3.3 C

- each call prints at the point it is made

3.4

(a)

- `points(65)` is **3**
- `points(80)` is **4**

(b)

```
public static int total(int a, int b, int c)
{
    return points(a) + points(b) + points(c);
}
```

- `public static int` header with three `int` parameters
- calls `points` for each mark
- returns the sum

(c)

- `System.out.println(Grade.total(90, 55, 70));`
- $4 + 1 + 3 =$ **8**