

Solutions

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

2.1

- the object `b` refers to

2.2

- `0`
- `age` means the parameter on both sides, so the field is never set and keeps its default

2.3

```
public boolean isOlder(Pet other)
{
    return this.age > other.age;
}
```

- boolean header with a `Pet` parameter
- `this.age > other.age`

3.1 B

- `this.name` is the field

3.2 C

- a `static` method has no current object

3.3 B

- local `age` 10 plus the field `this.age` 3

3.4

(a)

```
public Player(String name, int number)
{
    this.name = name;
    this.number = number;
}
```

- `this.name = name`
- `this.number = number`

(b)

```
public void join(Team t)
{
    team = t;
    t.addPlayer(this);
}
```

- void header with a `Team` parameter
- sets `team` to `t`
- passes `this` to `addPlayer`

(c)

- `this` refers to the player object whose `join` method is running