

CS62: Fall 2025 | Lecture #2 (Classes) worksheet | Prof. Li

Practice problem 1: static vs instance

The following code has 4 errors in the lines that start with **!**. Please fix all of them and understand why they are errors. Then, what does it print?

```
public class Exercise1 {
    int x;
    String message;
    static int y = 0;

    public Exercise1(int x) {
        ! x = x;
    }
    public void setMessage(String msg) {
        this.message = msg;
    }
    public String yell(){
        return message;
    }
    ! public int add(int x){
        return x + y;
    }
    public static void main(String[] args) {
        Exercise1 obj1 = new Exercise1(y);
        System.out.println(obj1.x);
        y = 7;
        ! message = "bark";
        System.out.println(add(4));
        obj1.setMessage("meow");
        ! System.out.println(yell());
    }
}
```

Practice problem 2

- Update the toString() method to say the cat's name and if was adopted or not.
- Write a method called oldestCatInRescue that takes in an array of Cats and returns the Cat that has been in the rescue the longest.
- In main, create an array of 3 cats and invoke oldestCatInRescue.

```
public class Cat {  
  
    public String name;  
    public String sex;  
    public int age;  
    public int daysInRescue;  
    public boolean adopted;  
  
    public Cat(String name, String sex, int age) {  
        this.name = name;  
        this.sex = sex;  
        this.age = age;  
    }  
    @Override  
    public String toString() { //part a  
        return  
    }  
  
    public int getDaysInRescue() { return this.daysInRescue; }  
  
    public void setDaysinRescue(int days) { this.daysInRescue = days; }  
  
    _____ oldestCatInRescue(_____) { //part b  
  
  
  
  
  
  
  
  
    }  
  
    public static void main(String[] args) { //part c  
  
  
  
  
  
  
  
  
    }  
}
```