This quiz is to be taken by yourself with closed books, closed notes, no calculators.

(Partial) Operator Precedence Table

<table>
<thead>
<tr>
<th>Operators</th>
<th>Associativity</th>
</tr>
</thead>
<tbody>
<tr>
<td>* / %</td>
<td>left to right</td>
</tr>
<tr>
<td>+ -</td>
<td>left to right</td>
</tr>
<tr>
<td>&lt; &lt;= &gt; &gt;=</td>
<td>left to right</td>
</tr>
<tr>
<td>== !=</td>
<td>left to right</td>
</tr>
<tr>
<td>&amp;&amp;</td>
<td>left to right</td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td>=</td>
<td>right to left</td>
</tr>
</tbody>
</table>

1) Which of the following are not valid Java identifiers? (Circle your answer(s).)

3rdLine  Ugly_Betty  one/two   Int
nine2five lower-half Seven%Solution  Ex2_3_4

2) Using the operator precedence table above, evaluate each expression and state what gets printed. Remember short-circuit evaluation with && and ||.

```java
int x = -2;
int y = -1;
int z = 4;
boolean b = x + y < z || 4 * y + z > x && x > y;
System.out.print( "b = " + b );  ____________________

b = (x + y < z || 4 * y + z > x) && x > y;
System.out.print( "b = " + b );  ____________________

x = z + 6 % 4 + y * 2;
System.out.print( "x = " + x );  ____________________
```

3) What color is described by the object

```java
new Color( 255, 0, 0 )  ________________
```

Which of the following would be considered light gray? (Circle your answer.)

a) new Color( 200, 200, 200 );          b) new Color( 125, 125, 125 );
     c) new Color( 55, 55, 55 );

(Continued on other side)
4) What Java keyword is used to specify an identifier is constant (cannot be changed once it is set)?

__________________

5) What would you expect from the following statements? Assume count = 25.

    System.out.println( "The count is : + count - 3" );
    
    System.out.println( "The count is: " + ( count + 2 ) );
    
    System.out.println( "The count is:" + count + 4 );

6) What are the values of x and y after the following code has been executed?

```java
int x = 2;
int y = -3;
int z = 5;

if ( x > y + z )
    y--;
x++;
```

Value of x at this point ______ Value of y at this point ______

```java
int x = 2;
int y = -3;
int z = 5;

if ( x > y + z )
{
    y--;    
x++;
}
```

Value of x at this point ______ Value of y at this point ______