Laborator 2 -exercitii

1) Ce se intampla cand se executa urmatorul cod:

```java
public class Main{

   private int i = 1;

    public static void main(String argv[]){

       int i = 2;

       Main s = new Main ();

       s.someMethod();

    }

    public static void someMethod(){

       System.out.println(i);

    }

 }
```

a). se va afisa 1

b) se va afisa 2

c) se va semnala o eroare de compilare

d) se arunca o exceptie

2)Care dintre urmatoarele instructiuni este cea care face ca programul sa ruleze corect, inlocuind linia comentata:

```java
public class Main{

 public int i;

 public static void main(String argv[]){

    Main sc = new Main();

    // Comment line

 }

}
```

a)System.out.println(i);

b)System.out.println(sc.i);

c)System.out.println(Main.i);

d) System.out.println((new Main()).i);

3). Care dintre liniiiile de cod pot fi inserate in seciunea //INSERT CODE HERE astfel incat sa se afiseze:

```
Shape - A

Rectangle - B
```

```java
class Shape {

    void print() {

        System.out.println("Shape - A");

    }

}
class Rectangle extends Shape {

    void print() {

        System.out.println("Rectangle - B");

    }

}
class Main {

    Shape a = new Shape();

    // INSERT CODE HERE

    a.print();

    b.print();

}
```

a). Shape b = new Shape();

b).Shape b = new Rectangle();

c). Rectangle b = new Rectangle();

d). Rectangle b = new Shape();

e).Shape b = ((Rectangle)new Shape());

f). Rectangle b = ((Rectangle)new Shape());

4). Alegeti care dintre urmatoarele declaratii de metode sunt corecte:

```java
interface Printable {

    void print();

}

class Square implements Printable {

    public void print() {

        System.out.println("Square print");

    }

}

class Rectangle implements Printable {

    public void print() {

        System.out.println("Rectangle print");

    }

}

public class Test {

    // INSERT CODE HERE

        movable.print();

    }

}
```

a). void walk(Printable movable) {

b). void walk(Square movable) {

c). void walk(Rectangle movable) {

d). void walk() {