

Indicate whether the following lines of code extracted from a fictitious client form are invoking (i.e. calling) a default constructor (D), an "other" constructor (O), the accessor method (A), a modifier method (M), or an "interesting" method (I). Assume that properties and methods are named properly with correct prefixes. Print (E) if the statement contains a logic or syntax error. Print the letters denoted above in the blanks provided.

- \_\_\_\_\_ 1. Dim nemo As New Fish
- \_\_\_\_\_ 2. dblSpeed = nemo.getSpeed()
- \_\_\_\_\_ 3. rocket.blastOff()
- \_\_\_\_\_ 4. Dim george As New Student(4.0)
- \_\_\_\_\_ 5. quarterback.myPoints = 10
- \_\_\_\_\_ 6. willie.setColor("orange")
- \_\_\_\_\_ 7. nemo.getAge() = 10
- \_\_\_\_\_ 8. MessageBox.Show(willie.getTestAverage())

9. Write an "interesting" method named shootQuill for a Porcupine class that subtracts one from the Porcupine object's myQuills property.

10. Write an "interesting" method named exercise for a Fish class that decreases the Fish object's myWeight property by 5, but only if the myWeight property is greater than or equal to 100.

11. Write an "interesting" function method named `add` for a `Calculation` class. The method receives two `Integer` parameters named `Value1` and `Value2`. The method must return the sum of `Value1` plus `Value2`.

12. Write a class named `Fish` that includes two properties, a default constructor, an "other" constructor, a modifier method, an accessor method, & an "interesting" method.