15-100 (Kesden/Spring '04)
Exam #1 – Morning Edition

1. Please implement a class specification that describes a `SnackFood` type with the following properties:

   - A `SnackFood`'s attributes are its *name*, its net *weight*, in ounces and fractions thereof, the number of *calories* per serving, and its *price*, in cents. All but the price are required when a SnackFood is created. If the price isn't known at initialization, the `SnackFood` is presumed to be free.
   - The *price* can be changed any time
   - All properties can be accessed at any time
   - A SnackFood should be able to report whether or not it is *moreExpensive* than another SnackFood by returning a *true* or *false*.
   - A `SnackFood` should be able to return a `String` representation of itself, by overriding the appropriate method from the `Object` class. Hint: Think about how we did this in class.
   - A `SnackFood` should be able to report whether or not it has the same set of properties as another `SnackFood` via a method which overrides the appropriate method of the `Object` class. Hint: Think about how we did this in class.

2. What is a *reference*?
3. How are *object*s distinguished from *primitive*s?