1. Assume there is already a class defined named MyClass. Write the one line of code that would be needed to create a variable named "x" which refers to an object of type MyClass.

   ```java
   MyClass x = new MyClass();
   ```

2. Write a static method (as defined below) that takes in two integers "low" and "high". It will draw a picture of stars where the length of the rows varies from "low" to "high". For example if a 3 and 6 are passed the output is:

   ```
   ***
   ****
   *****
   *****
   ```

   You may assume that the value of "low" is strictly less than the value of "high".

   ```java
   public static void myRange(int low, int high) {
       for (int row = low; row <= high; row++) {
           for (int col = 0; col < row; col++) {
               System.out.print("*");
           }
           System.out.println();
       }
   }
   ```

See back of page!
3. Assume the class Student has already been created. You will write a main that creates Student objects and uses that class.

```java
public class Student{
    public String name;
    public int numOfCredits;
    public double gpa;

    public void printInfo(){
        // prints information about the current student
    }
    public double returnProduct(){
        // returns the product of the numOfCredits and the gpa
    }
}
```

Implement the main method that does the following tasks:

- Creates a Student object.
- Gives that Student your name, and any number of credits and GPA you like.
- Prints the information about that Student (using the method above)
- Prints the product of the GPA and numOfCredits (using the method above)

```java
public static void main(String[] args){
    Student x = new Student();
    x.name = "Jan";
    x.numOfCredits = 500;
    x.gpa = 4.0;
    x.printInfo();

    System.out.println("product = " + x.returnProduct());
}
```