1. (8 points) Give a brief definition for each of the following terms as used in Java. All you need to do is to tell its purpose.

(a) stack

(b) heap

(c) parameter/argument

(d) class/object

2. Assume you are working with the following class. Assume there are no other instance variables or methods:

```java
public class Dancer {
    public int height;
    public double weight;

    public void spin(int count,String direction) {
        ...
    }
}
```

(a) (2 points) Write a single statement that declares a Dancer variable and assigns to it a new Dancer object.

(b) (3 points) For the Dancer object created in part a, write statements that will set the height to 64 and the weight to 110.

(c) (3 points) Write a statement that will cause this same Dancer object to spin to the "right" a total of 20 times by using the spin method.

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3. (4 points) What will be the output from the following code fragment?

```java
String x = new String("dog");
String y = new String("dog");
String z = x;

if (x.equals(y)) {
    System.out.println("A");
} else {
    System.out.println("B");
}
if (x == y) {
    System.out.println("C");
} else {
    System.out.println("D");
}
if (z.equals(x)) {
    System.out.println("E");
} else {
    System.out.println("F");
}
if (z == x) {
    System.out.println("G");
} else {
    System.out.println("H");
}
```