1. Given the following code, how many times is the phrase “This is the song that doesn’t end...” printed?
   1. 4
2. Given the code in the previous question, what is the value of i after exiting the loop?
   1. 4
3. Given the following code, how many times is the phrase “I AM GROOT” printed?
   1. 5
4. Given the following code, what are the formal parameters of the method doSorcery()?
   1. **A** and **B**
5. Given the code in the previous question, what are the actual parameters/arguments of the method doSorcery()?
   1. **1** and **2**
6. Given the code in the previous question, what is the signature of the method doSorcery()?
   1. doSorcery(int a, int b)
7. Could I overload the method by writing the following? If not, why?
   1. No you cannot because just changing the int to a double there isn’t part of that methods signature.
8. Briefly, what is a stub (when referring to methods)?
   1. A stub is a method that is written ahead of time so the compile doesn’t complain and the actual method can be fleshed out later