1. Given the following code, how many times is the phrase "This is the song that doesn't end..." printed?

   a. 4

2. Given the code in the previous question, what is the value of i after exiting the loop?

   a. 4

3. Given the following code, how many times is the phrase "I AM GROOT" printed?

   a. 5

4. Given the following code, what are the formal parameters of the method doSorcery()?

   a. **A** and **B**

5. Given the code in the previous question, what are the actual parameters/arguments of the method doSorcery()?

   a. **1** and **2**

6. Given the code in the previous question, what is the signature of the method doSorcery()?

   a. doSorcery(int a, int b)

7. Could I overload the method by writing the following? If not, why?

   a. 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)?

   a. 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