AP Computer Science
Chapter 9 – Learning Objectives

By the end of the chapter students should be able to:

a. State that method invocations and local variables are stored on the stack and that objects and its instance variables are stored on the heap.
b. Explain why the heap is also known as the “Garbage Collectible Heap”.
c. Write the Java code to construct an object using the keyword “new” (i.e. write a zero argument AND one or more argument constructor for an object.)
d. Write the Java code for overloaded object constructors.
e. Explain that a programmer needs to explicitly write a zero argument constructor if a one or more argument constructor is written by the programmer.
f. Explain that every constructor up an inheritance hierarchy is run at the time an object of a subclass is created.
g. Write the Java code to invoke an object’s superclass constructor (with no arguments or with one or more arguments.)
h. Write the Java code to invoke an overloaded constructor from another constructor using the keyword “this”.
i. Explain the difference between life and scope for local variables.
j. Explain the three ways to eliminate an object’s reference (i.e. make it eligible for GC.)