1. [5 points] What does method `whatsit()` print?

```java
public static void whatsit() {
    int x = 18;
    int y = 2;
    x = x + y;
    x = x + x;
    x = x + y;
    System.out.println(x);
}
```

2. [8 points] What does method `parity()` print?

```java
public static int reduce(int x) {
    if (x < 2) {
        return x;
    }
    return reduce(x-2);
}

public static void parity() {
    int a = 35;
    int res = reduce(a);
    System.out.println(res);
}
```
3. [10 points] If I run the main program in class MaxMag, what does it print?

```java
class MaxMag {

    public static int mag(int i) {
        if (i < 0) {
            i = 0 - i;
        }
        return i;
    }

    public static int maxMag(int[] ar) {
        if (ar.length < 1) { return 0; }
        int max = ar[0];
        for (int i=1; i < ar.length; ++i) {
            if (mag(ar[i]) > mag(max)) {
                max = ar[i];
            }
        }
        return max;
    }

    public static void main(String[] args) {
        int[] vals = new int[] { -1, 2, -3, 4, -5, 4, -3, 2, -1 };
        int res = maxMag(vals);
        System.out.println(res);
    }
}
```
4. [10 points] If I run the main program in class TestBus, what will it print?

```java
public class Bus {
    int passengers;
    String color;

    /** Constructor */
    public Bus(String color) {
        passengers = 0;
        this.color = color;
    }

    /** Some passengers enter the bus. */
    @param n Number of passengers getting on the bus
    public void enter(int n) {
        passengers = passengers + n;
    }

    /** Some passengers leave the bus. */
    @param n Number of passengers getting on the bus
    public void leave(int n) {
        passengers = passengers - n;
    }

    /** How many passengers are on the bus? */
    @return The number of passengers on the bus.
    public int aboard() { return passengers; }
}

class TestBus {
    public static void main(String[] args) {
        Bus redBus = new Bus("red");
        Bus blueBus = new Bus("blue");
        redBus.enter(3);
        blueBus.enter(4);
        redBus.leave(2);
        int reds = redBus.aboard();
        System.out.println(reds);
    }
}
```
5. [10 points] Write a Java static method or a Python function to determine the range of an array of integers. The range of a set of numbers is the difference between the largest and smallest values in that set. For example, if the values are [-3, -5, 7, -8], then the range is 15. If there are less than two numbers, the range is defined to be zero.

I will provide header comments for a Java function, but you may write an equivalent Python function instead. Do not use any built-in or library functions or methods for finding the range, maximum, minimum, etc. Recall that if ar is an array in Java, ar.length is the number of elements in the array; len(ar) is the equivalent Python function. Be sure to make your method or function consistent with the Javadoc header comment.

```java
/**
 * Determine the range (max - min) of an array of integers.
 * @param vals An array of integers.
 * @return The range (max - min) of the array.
 */
```
6. [10 points] In the imaginary word game *Words with Pets*, each vowel ('a', 'e', 'i', 'o' or 'u') is worth 2 points, and each consonant (any other letter) is worth 3 points. The score for a word is the sum of the values of all the letters in the word. For example, the word “ant” is worth 7 points, because it has one vowel ('a') and two consonants ('n' and 't'). The word “alien” is worth 12 points (3 vowels × 2 points + 2 consonants × 3 points).

I have provided a Java method that determines whether a character is a vowel. You must provide another Java method that computes the score for a word. You should assume that every character in the word is either a vowel or a consonant. You must use the `isVowel` method to test each letter in the word.

It may be useful to remember that, if `str` is a variable of type `String`, `str.length()` returns the length of the string, and `str.charAt(i)` returns the character at position `i`. Type `String` does not implement the `Iterable` or `Iterator` interfaces.

```java
/** Determine whether a character is a vowel.
 * @param ch The character to be tested
 * @return true if ch is a vowel, false if ch is a consonant
 */
static boolean isVowel(char ch) {
    if (ch == 'a' || ch == 'e' || ch == 'i' || ch == 'o' || ch == 'u') {  
        return true;
    }
    return false;
}

/**
 * Determine the score of a word in Words with Pets.
 * 2 points for each vowel and 3 for each consonant.
 * @param word The word to be scored.
 * @return The integer score for the word
 */
static int scoreWord(String word) {
    // Fill this in, including a call to isVowel
```