In the code above, why can’t we replace the two lines of code with `HangmanGame.play()`?

A. The code would not compile.
B. It’s bad style – because Java is an Object-Oriented language we really should be creating objects and not just calling functions
C. We might someday want to have several instances of `HangmanGame` at once, each with their own fields
D. It would be fine to replace those lines

2. (Write in answer) Why do we need constructors?
public class Rec2Example {
    private int myA;
    private int myB;

    public Rec2Example(int a, int b)
    {
        myA = a;
        myB = b;
    }

    public void setA(int a)
    {
        myA = a;
    }

    public static void main(String[] args) {
        Rec2Example ex = new Rec2Example(33,7);
        Rec2Example ex2 = ex;
        ex.setA(44);
    }
}

3. How many times is the Rec2Example constructor called in main?
   A. 0 Times
   B. 1 Times
   C. 2 Times
   D. 3 Times

4. What is the value of ex2.myA at the end of main?
   A. 33
   B. 44
   C. 7
   D. The greatest common factor of 33, 4, and 7
public static void randomFunction()
{
    ArrayList<Integer> list = new ArrayList<Integer>();
    ArrayList<Integer> otherList = list;

    list.add(44);
    otherList.add(55);
}

What does otherList contain at the end of randomFunction?
A. [44]
B. [55]
C. [44,55]
D. None of these; the function won’t compile because it is static

public static void randomFunction2()
{
    String a = "Hello";
    String b = "Goodbye";

    b = a;

    a.concat(" CS100");
}

What is true at the end of randomFunction2?
A. b contains “Hello CS100”
B. b contains “Goodbye” because strings are immutable
C. b contains "Hello" and a will contain "Hello CS100" because string are immutable
D. Both b and a contain “Hello” because strings are immutable