1. (3 pts) Consider the following **static method in the ArrayPlay class** and code to test it from the DrJava interaction-pane:

```java
public static int allNumsAreEven( int[] myArray) {
    int i =0;
    for ( i = 0; i < myArray.length; i++) {
        if ( myArray[i] %2 == 0 ) { // this condition is true when the number is even
            System.out.println( "Even number" );
        }
        else {
            System.out.println( "Found an odd number!" );
            return -i;
        } // end of else statement
    } // end of for loop
    return i;
} // end of the method
```

```java
> int[] myA = {6, 13, 12};
> int result = ArrayPlay.allNumsAreEven( myA );
```

(a) What is the value of the variable result after the last line above? _______________
(b) What is printed in the terminal by the call to allNumsAreEven?

2. (3 pts) Consider the following method, also in the ArrayPlay class:

```java
public void doStuff( int[] myArray ) {
    int[] arr = new int[myArray.length];
    for ( int i = 0; i < myArray.length; i++) {
        arr[i] = myArray[i] * 2 ;
    }
    myArray[0] = -1;
}
```

```java
> ArrayPlay a = new ArrayPlay();
> int[] myA = {1, 2, 3};
> a.doStuff( myA );
```

In the box at right, **draw the memory model at the end of the doStuff method** (immediately before it finishes). The diagram currently shows the array referenced by myA, which is created in the interactions pane as well as two of the local variables from doStuff. You should fill the values of the variables myArray, myA and arr in your diagram (including the arrays they refer to).
3. (4 pts) Finish the code in the following method named `onlyLettersUp` that takes a `String s`, as input and returns a new `String` object where all letters in `s` have Upper case—i.e., uppercase letters stay the same, while lower case letters have become upper case letters. **Non-alphabetic characters** in the string are replaced with a dot character (.)

Here are a couple examples. If you are at all unsure about how this method should work, please ask.

- `onlyLettersUp ( "You Got It!!" )` returns the string "YOU.GOT.IT..
- `onlyLettersUp ( "U_C_S_D.2014" )` returns the string "U.C.S.D....."

YOU NEED TO USE a `char[]` in this method (not just String class methods)

```java
public String onlyLettersUp ( String s ) {
```

```java
}
```