CH 7 Multiple Choice

1. The memory allocated for a reference type variable is the actual location that will hold any value that is assigned to that variable.

2. A variable that is used to reference an object is commonly called a reference variable

3. When you want to work with an object, you use a variable that holds a special value known as a reference to link the variable to the object

4. The new operator creates an object in memory and returns a reference to that object

5. An array is an object that can hold a collection of data with all the same data type.

6. The size declarator indicates the number of values that the array can hold.

7. Storage locations within an array are known as elements

8. Each element in an array is assigned a unique number known as a subscript

9. When you create an array, you can optionally initialize it with a group of values called an initialization list.

10. In C#, all arrays have a Length property that is set to the number of elements in the array

11. An off by one error occurs when a loop iterates one more time than it should or one too few.

12. C# provides a special loop, that simplifies array processing known as the foreach loop

13. C# provides a special variable in the foreach loop, designed to work as a temp variable, that is read only known as the iteration variable.

14. Garbage collector is a process that removes all unreferenced objects from memory

15. Various techniques known as Search algorithms have been developed to locate a specific item in a larger collection of data.

16. The sequential search algorithm uses a loop to step through an array, starting with the first element, and the next subsequent one.

17. A reference copy is a type of assignment operation that copies a reference to an array and not the contents of the array.

18. The binary search is a clever algorithm that is more efficient than the sequential search.

19. A Jagged array is like an array, but a jagged array rows can have a different number of columns.

20. The .Net framework provides a class named list which can be used to store and retrieve items.

True/False

1. True

2. True

3. False

4. True

5. False

6. True

7. True

8. False

9. True

10. True