Congratulations! You passed!

Grade received 100% **To pass** 75% or higher

Go to next item

1. Look at the following code: 1 / 1 point

```
1  public class TestClass {
2
3      // section 1:
4      private String testName;
5
6      // section 2:
7      public TestClass( String name, int i ) {
8          this.testName = name;
9      }
10
11     // section 3:
12     public void countToThree() {
13         for (int m = 1; m <= 3; m++) {
14             System.out.println( "Count is: " + m );
15         }
16     }
17 }
```

What is defined in the denoted sections of this class?

- (selected) **section 1:** member variable
  section 2: constructor
  section 3: method
- **section 1:** member variable
  section 2: constructor
  section 3: class method
- **section 1:** member variable
  section 2: class method
  section 3: method
- **section 1:** method
  section 2: constructor
  section 3: member variable

Correct
Correct! A member variable is also known as an instance variable.

2. As an established Java convention, what would it mean if the name of a variable was spelled in all uppercase? 1 / 1 point

- The variable is contains a string that has all capital letters.
- Nothing. There is no such convention, and such a variable is like any other.
- (selected) The variable is a constant, whose value should not change.
- The variable is reserved for use by the Java environment, and you should not refer to it.

Correct
Correct!

3. Look at the following code: 1 / 1 point

```
1  int errorInteger = 200;
2  String comment;
3
4  switch (errorInteger) {
5      case 150:
6          comment = "Javascript error.";
7      break;
8      case 240:
9          comment = "Comment error.";
10     break;
11     case 300:
12         comment = "Function error.";
13     break;
14     case 200:
15         comment = "New error.";
16     break;
17     default:
18         comment = "No error.";
19     break;
20 }
21 System.out.println( comment );
22
```

What would be the resulting output from this code?

- Javascript error.
- Comment error.
- Function error.
- (selected) New error.

Correct
Correct!

4. Look at the following class: 1 / 1 point

```
1  public class Test {
2      private String testName;
3
4      public Test( String name ) {
5          this.testName = name;
6      }
7
8      public setTestName( String name ) {
9          this.testName = name;
10     }
11 }
```

What would be the proper way to construct a Test object with member variable testName initially being "old", then later changed to "new"

```
Test testObj = new Test( "old" );
testObj[testName] = "new";
```

```
Test testName = "old";
testName = "new";
```

```
Test testObj = new Test( "old" );
testObj.setTestName( "new" );
```

```
Test testObj = new Test( "old" );
testObj.testName = "new";
```

Correct
Correct!