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Grade received **100%** To pass 80% or higher

Module 2 Review

Latest Submission Grade **100%**

1. Java defines compound statements using which of the following?

1 / 1 point

- ☐ Indentation
- ☒ Braces (the '{' and '}' characters)
- ☐ Keyword pairs, e.g., for and endfor
- ☐ The begin and end keywords

✓ **Correct**

Correct. Java defines compound statements using Braces

2. Which of the following is NOT a Java Primitive type?

1 / 1 point

- ☐ byte
- ☐ boolean
- ☐ int
- ☒ complex

✓ **Correct**

Correct, complex is not a Java Primitive type

3. True or False: Java statements end with a semicolon.

1 / 1 point

- ☒ True
- ☐ False

✓ **Correct**

Correct.

4. Just like in C++, from which Java takes many ideas, you can have multiple public classes in a Java file?

1 / 1 point

- ☐ True
- ☒ False

✓ **Correct**

Correct.

5. Which of the following is NOT a valid numeric literal in Java?

1 / 1 point

- ☐ 0x7
- ☐ 007
- ☒ D: 0b7
- ☐ 7.0f
- ☐ 7.0
- ☐ 7

✓ **Correct**

0x7 is a hexadecimal. And binary numbers allow only 0s and 1s.

007 is a binary literal. And binary numbers allow only 0's and 1's.

6. _____ is the automatic conversion the Java compiler makes between the primitive types and their corresponding object wrapper classes.

1 / 1 point

- ☐ Unboxing
- ☒ Autoboxing
- ☐ Wrapping
- ☐ Compilation

✓ **Correct**
Correct.

7. To create a stand-alone Java program, you need to include a special method. What is it?

1 / 1 point

- ☐ The "stand-alone" method.
- ☒ The "main" method.
- ☐ The "execute" method.

✓ **Correct**
Correct.

8. Which of the following are TRUE of Java naming conventions? (Select all that apply)

1 / 1 point

☒ Names are used to denote classes, objects, attributes, and methods.

✓ **Correct**
Correct.

☒ Class names utilize Camel Case.

✓ **Correct**
Correct.

☐ Java names are NOT case sensitive.

☒ Names are a sequence of letters, numbers, and underscores.

✓ **Correct**
Correct.

☐ Names can start with a number.

9. Real numbers are represented by _____ types.

1 / 1 point

- ☒ float and double
- ☐ char
- ☐ int and double

✓ **Correct**
Correct.

10. _____ allow you to define a grouping of primitives or objects with the same name.

1 / 1 point

- ☒ Arrays
- ☐ Wrappers
- ☐ Boxing

✓ **Correct**
Correct.

