Unit 2 AP Computer Science A Practice Exam Objects, Classes, and the String and Math Classes

Section I – Multiple Choice Optional Time – 25 minutes 20 Questions

1)	Java is known as a(n) oriented programming language.	5)	Which of the following are true about constructors of a Java class?
•	(A) class (B) object (C) field (D) code		I. Constructors "construct" classes.II. Constructors initialize the fields of a newly created object.III. Constructors have the same name of the class they are in.
2)	Complete the analogy: Blueprints are to houses as are to (A) classes, fields (B) objects, classes		(A) I only(B) II only(C) I and II(D) II and III(E) I, II, and III
	(C) objects, methods(D) classes, objects	6)	Class names usually begin with a(n)?
3)	In Java, objects:I. Do the actual "work".II. Are derived (created from) classes.III. Are limited to only 100 per program.	7)	A) Lowercase letter B) Capital letter C) Number D) Underscore Classes in Java.
	(A) I only (B) II only (C) I and II (D) II and III (E) I, II, and III		 (A) define a type. (B) do the actual work. (C) convert Java code into binary for the computer to understand. (D) define what a field knows and what that field can do.
4)	What part of a Java class defines the behavior of a class (what it can do)?	8)	When a method does not return anything, it is considered
	(A) Fields(B) Constructors(C) Methods(D) Main methods		(A) static(B) void(C) the main method(D) Main methods

- 9) APIs stand for?
 - (A) Application Profile Instantiation
 - (B) Application Program Interface
 - (C) Applicable Program Interface
 - (D) None of the above
- 10) Which of the following are true about String objects?
 - I. String objects are immutable, meaning that their methods do not modify the object itself.
 - II. String objects can be concatenated together using the + operator.
 - III. Primitive values, such as integers and doubles, can be concatenated to string objects, and in doing so, are also converting to into the string type.
 - (A) I only
 - (B) II only
 - (C) I and II
 - (D) II and III
 - (E) I, II, and III
- 11) Which of the following associations between escape characters and their purpose are false?
 - I. \" Allows for double quotes inside of string literals.
 - II. \\− Allows for new lines inside of string literals.
 - III. n Allows for tabs inside of string literals.
 - (A) I only
 - (B) II only
 - (C) I and II
 - (D) II and III
 - (E) I, II, and III

- 12) Given any string, at which index is the string's first character located?
 - (A) 0
 - (B) 1
 - (C) Length of the string
 - (D) Length of the string -1
- 13) What is the output of the code below?

```
String myString = "Hello, world!";
System.out.println(myString.length());
```

- (A) 10
- (B) 12
- (C) 13
- (D) 15
- 14) What is the output of the code below?

```
String myString = "Hello, world!";
System.out.println(myString.substring(1,2));
```

- (A) H
- (B) e
- (C) He
- (D) el
- 15) What is the output of the code below?

```
String myString = "Hello, world!";
System.out.println(myString.indexOf("!"));
```

- (A) 11
- (B) 12
- (C) 13
- (D) 14

- 16) What is the output of the code below?
 - String apple = "apple";
 String android = "android";
 System.out.println(apple.compareTo(android));
 - (A) true
 - (B) false
 - (C) 1
 - (D) 2
- 17) What is the output of the code below?

```
double myDouble = Math.pow(2, 3);
System.out.println(myDouble);
```

- (A) 8
- (B) 8.0
- (C) 9
- (D) 9.0
- 18) Which of the following outputs is not possible from the code below?

```
double myDouble = Math.random();
System.out.println(myDouble);
```

- (A) 0.6620460321590499
- (B) 0.007017489720703707
- (C) 0.0
- (D) 1.0
- 19) Which package are both the Math and String class part of?
 - (A) java.classes
 - (B) java.util
 - (C) java.lang
 - (D) java.pkgs

- 20) Which of the following are true about static methods?
 - I. Static methods are used on objects not initialized.
 - II. All of the methods from the String class are static methods.
 - III. Only the .random() and .pow() methods from the Math class are static, and the rest are not.
 - (A) I only
 - (B) II only
 - (C) I and II
 - (D) II and III
 - (E) I, II, and III

END OF SECTION I

Section II – Free Response Section Optional Time – 25 minutes 1 Question

- 1) In the space below, design a class from scratch named Car that contains the following fields:
 - 1. The class must contain the following fields:

Field Name	Field Description
make	Describes the brand
	name of the car.
Model	Describes the
	model name of the
	car.
isConvertible	Describes whether
	or not the car is a
	convertible.
numPassengers	Describes the
	number of
	passengers in the
	car.

- 2. Design and implement a constructor for your new Car class that takes in values for all four fields and initializes them.
- 3. Design and implement the following fields to your Car class:

Method Name	Field Description
addNumPassengers	The method adds the number of
(int newPassengersToAdd)	passengers passed into the
	parameter to the
	numPassengers field.
printMakeModel	The method prints the make and
()	then the model of the car, with a
	space separating them.

4. You <u>must</u> use the appropriate keywords and <u>fully</u> complete the class to receive full credit.

Complete the Car class below.

/** Defines the Car type. */
public class Car

END OF SECTION II