

Module 4 practice quiz on indefinite loops

TOTAL POINTS 5

1. Consider the following code:

1 / 1 point

```
1  int i = 17;
2  int x = 4;
3  while (i>x){
4      i = i-3;
5      out.print(i + " ");
6  }
```

What is the output of this code?

- ☐ 14 11 8 5
- ☒ 14 11 8 5 2
- ☐ 17 14 11 8 5
- ☐ The loop would not execute at all.

✓ Correct

2. Consider the code

1 / 1 point

```
1  int i = 23;
2  int n = 25;
3  do{
4      out.print(i + " ");
5  }while (i < n);
6  i = i-5;
```

What will the output of this code be?

- ☐ 23 18
- ☐ 23
- ☒ The loop would run continuously, repeatedly printing out the number 23.
- ☐ The loop would never execute.

✓ Correct

3. Given the code

1 / 1 point

```
1  int i = 10;
2  while (i > 0){
3      out.print(i + " ");
4      i = i-2;
5  }
```

Which for loop would produce the same results?



```
1  for (int i = 10; i>0; i=i-2){
2      out.print(i + " ");
3  }
```



```
1  for (int i = 0; i>0; i = i+2){
2      out.print(i + " ");
3  }
```



```
1  for (int i = 10; i<0; i = i-2){
2      out.print(i + " ");
3  }
```



```
1  for (int i = 10; i<0; i++){
2      out.print(i + " ");
```

✓ Correct

4. Suppose every player in your game is faced with the task of "rolling" a set of dice to determine what tools they can take with them on their next adventure. Some of the outcomes of the roll are positive (earn a "Bonus" tool etc.) while some are negative (lose all currently held tools, etc.). Every player must roll at least once, but may choose to roll as often as they like by purchasing extra rolls. Which loop construct and accompanying explanation best describe a good coding choice?

1 / 1 point

- ☐ do-while loop, because a player may choose not to roll at all.
- ☐ while loop, because every player must roll at least once.
- ☒ do-while loop, because every player must roll at least once.
- ☐ for loop, because each player will roll a predetermined number of times.

✓ Correct

5. Consider the code

1 / 1 point

```
1  int i = 1;
2  while (<<?>>){
3      i = i*n;
4  }
5
```

What should be written in place of <<?>> so that the loop ends when **i** is at least 34? You may assume **n** is an int variable that has been declared and given a value prior to this code (the value of **n** does not affect the answer to this question).

i < 34

✓ Correct