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Content Review Test Submission: Lab MCQ 10

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User	Cein O Rourke
Course	Object Oriented Programming
Test	Lab MCQ 10
Started	17/11/15 17:07
Submitted	17/11/15 17:20
Status	Completed
Attempt Score	70 out of 80 points
Time Elapsed	13 minutes
Results Displaye	d All Answers, Submitted Answers, Correct Answers

Question 1 10 out of 10 points

To remove an element from an ArrayList called children:

Selected Answer: 👩 children.remove(i)

Answers: ohildren.remove(i)

children.clear(i);
children.delete(i);

children[i] null;

Question 2 0 out of 10 points

Which of the following are valid method signatures for constructors for the Bullet class:

Bullet(float x, float y)

new Bullet();

Answers: 👩 Bullet()

Bullet(float x, float y)

new Bullet();

void Bullet(float x, float y)

void Bullet()

Question 3 10 out of 10 points

The following code makes the bullet wrap around the screen. It may have one or more bugs.

 $\text{if } (x > \text{width}) \quad \{ \quad x = \text{width}; \quad \} \quad \text{if } (x < 0) \quad \{ \quad x = \text{width}; \quad \} \quad \text{if } (y > \text{height}) \quad \{ \quad y = \text{height}; \quad \} \quad \text{if } (y < 0) \quad \{ \quad y = \text{height}; \quad \} \quad \text{if } (y < 0) \quad \{ \quad y = \text{height}; \quad \} \quad \text{if } (y < 0) \quad \{ \quad y = \text{height}; \quad \} \quad \text{if } (y < 0) \quad \{ \quad y = \text{height}; \quad \} \quad \text{if } (y < 0) \quad \{ \quad y = \text{height}; \quad \} \quad \text{if } (y < 0) \quad \{ \quad y = \text{height}; \quad \} \quad \text{if } (y < 0) \quad \{ \quad y = \text{height}; \quad \} \quad \text{if } (y < 0) \quad \{ \quad y = \text{height}; \quad \} \quad \text{if } (y < 0) \quad \{ \quad y = \text{height}; \quad \} \quad \text{if } (y < 0) \quad \{ \quad y = \text{height}; \quad \} \quad \text{if } (y < 0) \quad \{ \quad y = \text{height}; \quad \} \quad \text{if } (y < 0) \quad \{ \quad y = \text{height}; \quad \} \quad \text{if } (y < 0) \quad \{ \quad y = \text{height}; \quad \} \quad \text{if } (y < 0) \quad \{ \quad y = \text{height}; \quad \} \quad \text{if } (y < 0) \quad \{ \quad y = \text{height}; \quad \} \quad \text{if } (y < 0) \quad \{ \quad y = \text{height}; \quad \} \quad \text{if } (y < 0) \quad \{ \quad y = \text{height}; \quad \} \quad \text{if } (y < 0) \quad \{ \quad y = \text{height}; \quad \} \quad \text{if } (y < 0) \quad \{ \quad y = \text{height}; \quad \} \quad \text{if } (y < 0) \quad \} \quad \text{if } (y < 0) \quad \{ \quad y = \text{height}; \quad \} \quad \text{if } (y < 0) \quad \{ \quad y = \text{height}; \quad \} \quad \text{if } (y < 0) \quad \{ \quad y = \text{height}; \quad \} \quad \text{if } (y < 0) \quad \{ \quad y = \text{height}; \quad \} \quad \text{if } (y < 0) \quad \{ \quad y = \text{height}; \quad \} \quad \text{if } (y < 0) \quad \{ \quad y = \text{height}; \quad \} \quad \text{if } (y < 0) \quad \{ \quad y = \text{height}; \quad \} \quad \text{if } (y < 0) \quad \{ \quad y = \text{height}; \quad \} \quad \text{if } (y < 0) \quad \{ \quad y = \text{height}; \quad \} \quad \text{if } (y < 0) \quad \{ \quad y = \text{height}; \quad \} \quad \text{if } (y < 0) \quad \{ \quad y = \text{height}; \quad \} \quad \text{if } (y < 0) \quad \{ \quad y = \text{height}; \quad \} \quad \text{if } (y < 0) \quad \text{i$

Selected Answer:

if (x > width) { x = 0; } if (x < 0) { x = width; } if (y > height) { y = 0; } if (y < 0) { height; }

Answers: No bugs

if (x > width) { x = 0; } if (x < 0) { x = width; } if (y > height) { y = 0; } if (y < 0) { height; } if (x > width) { x = width; } if (x < 0) { x = 0; } if (y > height) { y = height; } if (y < 0)

y = 0; }

10 out of 10 points

Question 4

```
Cloning a git repository means
           Selected Answer: Making a local copy of the repository so that you can work on it
           Answers:
                              Making a local copy of the repository so that you can work on it
                             Locking the repository so that no more changes can be made
                             Creating a new branch in the repository so you can track changes to the code
                             Copying the repository to a new repository on the server
Question 5
                                                                                                            10 out of 10 points
           To send your local changes to a remote git server you type:
           Selected Answer: ogit push
           Answers:
                             git commit -m "A message"
                             git pull
                             git push
                             git add .
Question 6
                                                                                                            10 out of 10 points
           To initialise an empty git repository in a folder you type:
           Selected Answer: 👩 git init
                             git init
           Answers:
                             git start
                             git
                             git -init
Question 7
                                                                                                            10 out of 10 points
           If you have the following code:
           class A extends B
           This means that
           Selected Answer: 👩 A gets everything B has
                             A gets everything B has
           Answers:
                             B gets everything A has
                             Every instance of B has an instance of A
                             Every instance of A has an instance of B
Question 8
                                                                                                            10 out of 10 points
           Which of the following filetypes should be in a git repository:
                    Source code files
                    Images & audio files
           Answers: OBJ files
                    Source code files
                    Java .class files
                    Images & audio files
                    Exe files
17 November 2015 17:20:57 o'clock GMT
                                                                                                                          ← ok
```