

CS2 Mid-Term Exam 2017

TRUE/FALSE



T

1. A method can be used as an argument for another method.

Points: 1 / 1



T

2. Subroutines in Java can be either static or non-static.

Points: 1 / 1



T

3. Every subroutine in Java must be defined inside a class.

Points: 1 / 1



T

4. The modulus operator (%) results in the remainder of integer division.

Points: 1 / 1



T

5. $x = 10 / y * (127 / x);$ is the same as $x = 10 / y * (127 / x);$

Points: 1 / 1

MULTIPLE CHOICE



A

6. GUI programs read _____ from the user and behave accordingly.

a. events
b. orders
c. command-line
d. files

Points: 1 / 1




B

7. How can we easily find out the width of a component?


a. getHeight()
b. getWidth()
c. getSize()
d. use a ruler

Points: 1 / 1

 A 8. How can we easily find out the height of a component?

- a. getHeight()
- b. getWidth()
- c. getSize()
- d. look very closely at the screen and count the pixels

Points: 1 / 1

 B 9. A _____ can hold multiple lines and can be set to read only or read and write.


- a. JButton
- b. JTextarea
- c. JTextfield
- d. JLabel

Points: 1 / 1

 C 10. A _____ is a component that has two states: selected or unselected.

- a. JButton
- b. JComboBox
- c. JCheckBox
- d. JLabel

Points: 1 / 1

 B 11. The _____ class provides a way to let the user select one option from a list of options.

- a. JButton
- b. JComboBox
- c. JTextfield
- d. JLabel

Points: 1 / 1

 B 12. Which of the following sentences can be translated into a conditional statement?

- a. Tomorrow is the start of the second semester.
- b. If you are a national merit finalist, you will receive a scholarship.
- c. Your SAT score is 1250.
- d. Go straight to jail; do not pass go; do not collect any money.

Points: 1 / 1



A

13. Which Java keyword or keywords are used for *one-way selection*?

- a. **if** only
- b. **if ... then** only
- c. **if ... else** only
- d. **if ... then ... else**

Points: 1 / 1

B

14. What is the output of the following program segment?

```
double bonus = 500.0;
double sales = 200000.0;
if (sales >= 300000.0)
    bonus += 250.0;
System.out.println("Bonus: " + bonus);
System.out.println("The End");
```

- | | |
|----------------------------|----------------------------|
| a. Bonus: 50.0
The End | c. Bonus: 750.0
The End |
| b. Bonus: 500.0
The End | d. No output |

Points: 1 / 1

C

15. What is the output of the following program segment?

```
int k;
k = 4000;
if (k < 3000)
    System.out.println("k = " + k);
    System.out.println("k = " + k);
```

- | | |
|-------------------------|--------------|
| a. 4000
4000 | c. k = 4000 |
| b. k = 4000
k = 4000 | d. No output |

Points: 1 / 1



D

16. What is the output of the following program if **4000** is entered at the keyboard?

```
Scanner input = new Scanner(System.in);
int k = input.nextInt();

if (k < 3000)
{
    System.out.println("k = " + k);
    System.out.println("k = " + k);
}
```

a. 4000
4000

c. k = 4000

b. k = 4000
k = 4000

d. No output

Points: 1 / 1

C

17. Which of the following Java keywords are used for *two-way selection*?a. **if** onlyc. **if ... else** onlyb. **if ... then** onlyd. **if ... then ... else****Points:** 1 / 1



C

18. What is the output of the following program segment?

```
int n1 = 100;
int n2 = 200;
int n3 = n1 / n2;
if (n3 > 0)
{
    n2 = n1;
    n1 = n2;
}
else
{
    n1 = n2;
    n2 = n1;
}
System.out.println(n1 + " " + n2);
```

a. 100 200

c. 200 200

b. 200 100

d. 100 100

Points: 1 / 1



C

19. What is the value of **num** at the conclusion of the following program segment?

```
char qwerty = 'B';
int num = 100;
switch(qwerty)
{
    case 'A': num++; break;
    case 'B': num += 2;
    case 'C': num += 3; break;
    case 'D': num += 4;
}
```

a. 100

b. 102

c. 105

d. 109

e. Error message

Points: 1 / 1



B

20. What is the output of the following program, after 8 is entered at the keyboard?

```
Scanner input = new Scanner(System.in);
int dayNum = input.nextInt();
switch (dayNum)
{
    case 1 : System.out.println("Sunday"); break;
    case 2 : System.out.println("Monday"); break;
    case 3 : System.out.println("Tuesday"); break;
    case 4 : System.out.println("Wednesday"); break;
    case 5 : System.out.println("Thursday"); break;
    case 6 : System.out.println("Friday"); break;
    case 7 : System.out.println("Saturday"); break;
    default : System.out.println("Wrong Input");
}
```

- a. Thursday
- b. Wrong Input
- c. Thursday
Friday
Saturday
Wrong Input
- d. Error message
- e. No Output

Points: 1 / 1

C

21. The **for** loop structure is best used for what kind of Repetition?

- a. pre-condition
- b. post-condition
- c. fixed

Points: 1 / 1



C

22. What do selection control structures and repetition control structures have in common?

- a. Both structures require user input.
- b. Both structures generate output.
- c. Both structures require a conditional statement.
- d. Both structures require a user-created function.

Points: 1 / 1

A

23. What is the output of the following program segment?

```
for (int k = 1; k <= 5; k++)  
    System.out.print(k);
```

- a. 12345
- b. 1 2 3 4 5
- c. 1
2
3
4
5
- d. 54321
- e. 5
4
3
2
1

Points: 1 / 1



B

24. What is the output of the following program segment?

```
for (int k = 5; k > 0; k--)  
    System.out.println("What is OOP?");
```

- a. What is OOP?
What is OOP?
What is OOP?
What is OOP?
What is OOP?
What is OOP?
- b. What is OOP?
What is OOP?
What is OOP?
What is OOP?
What is OOP?
- c. What is OOP?
What is OOP?
What is OOP?
What is OOP?
- d. What is OOP?
- e. No output

Points: 1 / 1

C

25. What is the output of the following program segment?

```
for (int k = 1; k < 20; k+=3)  
    System.out.print(k + " ");
```

- a. 1 4 7 10 13 16 19 22
- b. 3 6 9 12 15 18 21
- c. 1 4 7 10 13 16 19
- d. 3 6 9 12 15 18

Points: 1 / 1



A

26. What is the output of the following program segment?

```
int j;  
j=25;  
while (j>2)  
{  
    System.out.print(j + " ");  
    j/=2;  
}
```

- a. 25 12 6 3
- b. 25 13 7 4 2
- c. 25 12 6 3 1
- d. 12 6 3 1
- e. 12 6 3

Points: 1 / 1



E

27. What is the output of the following program segment?

```
int j;  
j=1;  
while (j<=10)  
    j++;  
    System.out.print(j);
```

- a. 12345678910
- b. 1 2 3 4 5 6 7 8 9 10
- c. 1
2
3
4
5
6
7
8
9
10
- d. 10
- e. 11


Points: 1 / 1

B

28. Complex programs can be broken up into manageable pieces, using _____.

- a. black boxes
- b. subroutines
- c. sledge hammers
- d. power saws

Points: 1 / 1

 B 29. The part of a method that we interact with as programmers or users is called the _____.

- a. remote c. implementation
b. interface d. code

Points: 1 / 1

 A 30. The syntactic and semantic specifications of the subroutine.


- a. contract c. code
b. statement d. GUI

Points: 1 / 1

 B 31. A subroutine definition in Java takes the form:


- ```
a. modifiers return-type subroutine-name() {
 parameter-list
}
b. modifiers return-type subroutine-name(parameter-list) {
 statements
}
c. modifiers parameter-list subroutine-name(return-type) {
 statements
}
d. subroutine-name modifiers return-type(parameter-list) {
 statements
}
```

**Points:** 1 / 1


 B 32. The statements between the braces, { and }, in a subroutine definition make up the \_\_\_\_\_ of the subroutine.

- a. head                      c. feet  
b. body                     d. tail


**Points:** 1 / 1

-  A 33. Which of the following method headings uses proper parameter declarations?
- a. `public static void guess(double rate, double hours, int deductions)`
  - b. `public static void guess(double rate, hours, int deductions)`
  - c. `public static void guess(rate, hours, deductions)`
  - d. `public static void guess(7.85, 42.5, 3)`


Points: 1 / 1

-  D 34. Which of the following method calls might use parameters correctly?
- a. `guess(double rate, double hours, int deductions);`
  - b. `guess(double rate, hours, int deductions);`
  - c. `guess(int rate, hours, deductions);`
  - d. `guess(7.85, 42.5, 3);`


Points: 1 / 1

-  A 35. This modifier indicates that the method can be called from anywhere in a program, even from outside the class where the method is defined.
- a. `public`
  - b. `private`
  - c. `protected`
  - d. `static`


Points: 1 / 1

-  A 36. A static member variable belongs to the class as a whole, and it \_\_\_\_\_.
- a. exists as long as the class exists
  - b. exists only while the subroutine is being executed
  - c. must be assigned a value before you can do anything with it
  - d. is completely inaccessible from outside the subroutine

Points: 1 / 1

-  B 37. A static member variable that is declared to be final, is often referred to as a \_\_\_\_\_, since its value remains constant for the whole time the program is running.
- a. default
  - b. named constant
  - c. enumerations
  - d. useless variables

Points: 1 / 1

-  C 38. What distinguishes the declaration of a void method?
- a. The **public** keyword in the method heading
  - b. The **static** keyword in the method heading
  - c. The **void** keyword in the method heading
  - d. The **main** keyword in the method heading

Points: 1 / 1



C 39. What is the output of the following program?

```
public class Q33
{
 public static void main(String args []) {
 int x = 25;
 int y = 10;
 Calc.add(x,y);
 Calc.sub(x,y);
 Calc.mul(x,y);
 Calc.div(x,y);
 }
}

class Calc
{
 public static void add(int p, int q) {
 int result = p - q;
 System.out.println(p + " - " + q + " = " + result);
 }
 public static void sub(int p, int q) {
 int result = p + q;
 System.out.println(p + " + " + q + " = " + result);
 }
 public static void mul(int p, int q) {
 int result = p / q;
 System.out.println(p + " / " + q + " = " + result);
 }
 public static void div(int p, int q) {
 int result = p * q;
 System.out.println(p + " * " + q + " = " + result);
 }
}
```

- a.  $25 + 10 = 35$   
 $25 - 10 = 15$   
 $25 * 10 = 250$   
 $25 / 10 = 2$
- b.  $25 + 10 = 15$   
 $25 - 10 = 35$   
 $25 * 10 = 2$   
 $25 / 10 = 250$
- c.  $25 - 10 = 15$   
 $25 + 10 = 35$   
 $25 / 10 = 2$   
 $25 * 10 = 250$
- d. 1  
2  
3  
4
- e. Error message

**Points:** 1 / 1



E

40. List the ways a return method can be called.

- a. In an assignment statement
- b. In an output print statement
- c. In a conditional statement
- d. In general in any statement that uses the value of the return method.
- e. All of the above.

**Points:** 1 / 1



D

41. A class method is called by

- a. using the method identifier only.
- b. using the class identifier only.
- c. using an object identifier, followed by a period and the method identifier.
- d. using the class identifier, followed by a period and the method identifier.

**Points:** 1 / 1







B

42. The Java keyword **new** is used to create \_\_\_\_\_.

- a. classes
- b. objects
- c. classes and objects
- d. neither classes nor objects


**Points:** 1 / 1

-  B 43. The methods in the **Math** class are
- a. object methods.
  - b. class methods.
  - c. expression methods.
  - d. variable methods.
- Points:** 1 / 1
-  A 44. The methods in the **Random** class are
- a. object methods.
  - b. class methods.
  - c. expression methods.
  - d. variable methods.
- Points:** 1 / 1
-  A 45. The **Random** class is found inside the \_\_\_\_\_ package.
- a. **java.util**
  - b. **java.util.Random**
  - c. **util.java**
  - d. All of the above
- Points:** 1 / 1
-  D 46. Assume that **rand** is an object of the **Random** class.  
Which of the following statements generates a random number in the [200..600] range?
- a. **int number = rand.nextInt(200) + 600;**
  - b. **int number = rand.nextInt(600) + 200;**
  - c. **int number = rand.nextInt(400) + 200;**
  - d. **int number = rand.nextInt(401) + 200;**
- Points:** 1 / 1


-  A 47. Assume that **rand** is an object of the **Random** class.  
Which of the following statements generates a random number in the **[-101..-41]** range?

- a. **int number = rand.nextInt(61) - 101;**
- b. **int number = rand.nextInt(61) - 41;**
- c. **int number = rand.nextInt(-41) - 101;**
- d. **int number = rand.nextInt(-101) - 41;**


**Points:** 1 / 1

-  D 48. Which of these values can be assigned to a boolean.
- a. no
  - b. 16
  - c. maybe
  - d. false


**Points:** 1 / 1

-  A 49. In programming, what is a cast?
- a. A cast is an explicit type conversion.
  - b. An an old social system in India
  - c. A group of people working together to create a dramatic work.
  - d. A set of characters enclosed by double quotes.

**Points:** 1 / 1


-  D 50. By default, what is the type of the literal 3.14?
- a. char
  - b. int
  - c. float
  - d. double

**Points:** 1 / 1

-  D 51. Java has \_\_\_\_\_ binary integer arithmetic operations.
- |          |         |
|----------|---------|
| a. two   | c. four |
| b. three | d. five |


**Points:** 1 / 1



 A 52. What value is stored by the statement **int number = 100 % 3; ?**

- a. 1
- b. 3
- c. 33
- d. 33.3333335
- e. 103

**Points:** 1 / 1

 A 53. The statement **num += 10** is the same as the statement

- a. **num = num + 10;**
- b. **num = 10**
- c. **num + 10 = num;**
- d. A and C


**Points:** 1 / 1

 A 54. What is the output of the program segment below?

```
int num1 = 500;
int num2 = 200;
int num3 = 300;
double average = num1 + num2 + num3 / 3;
System.out.println(average);
```


- a. 800.0
- b. 333.0
- c. 333.33333333333335
- d. Error message

**Points:** 1 / 1

 A 55. What value is stored by the statement **int number = 200 % 3; ?**

- a. 2
- b. 3
- c. 66
- d. 66.6666666
- e. 203

**Points:** 1 / 1

 C 56. What value is stored by the statement **int number = 200 / 3; ?**

- a. 2
- b. 3
- c. 66
- d. 66.6666666
- e. 203

**Points:** 1 / 1

 A 57. The action subroutines in a Java class are called


- a. methods.
- b. procedures.
- c. functions.
- d. subroutines.

**Points:** 1 / 1

 C 58. Which of the following complete program statements uses **sqrt** correctly?

- a. **Math.sqrt();**
- b. **result = Math.sqrt;**
- c. **System.out.println(Math.sqrt(16));**
- d. Both B and C


**Points:** 1 / 1

 D 59. What is the value of **result** in the following statement?

**int result = (int) Math.pow(5,2);**

- a. 2
- b. 5
- c. 10
- d. 25
- e. 52


**Points:** 1 / 1

 C 60. What is the value of **result** in the following statement?

**double result = Math.floor(9.999999);**

- a. 10.0
- b. 9.99999
- c. 9.0
- d. Error message


**Points:** 1 / 1

 A 61. What is the value of **result** in the following statement?

**int result = (int) Math.ceil(9.000001);**

- a. 10
- b. 9.000001
- c. 9
- d. Error message

**Points:** 1 / 1

 C 62. What is the value of **result** in the following statement?

**double result = Math.round(9.499999);**

- a. 10
- b. 9.499999
- c. 9.0
- d. Error message

**Points:** 1 / 1



A

63. *Object Oriented Programming* is categorized by the use of

- a. classes and objects.
- b. the **goto** statement.
- c. modules to combine program statements used for a common purpose.
- d. GUI interfaces.

**Points:** 1 / 1

C

64. An object is\_\_\_\_\_.

- a. a constant
- b. a data type
- c. a variable
- d. another name for an object

**Points:** 1 / 1

B

65. An object is a

- a. data structure template or blue print.
- b. single instance of a given data structure template
- c. collection of primitive data types.
- d. user-defined data type

**Points:** 1 / 1

B

66. An object is a

- a. data structure template or blue print.
- b. single instance of a given data structure template
- c. collection of primitive data types.
- d. user-defined data type

**Points:** 1 / 1

D

67. A class method is called by

- a. using the method identifier only.
- b. using the class identifier only.
- c. using an object identifier, followed by a period and the method identifier.
- d. using the class identifier, followed by a period and the method identifier.

**Points:** 1 / 1



B

68. The Java keyword **new** is used with

- a. classes only.
- b. objects only.
- c. classes and objects.
- d. neither classes nor objects.

**Points:** 1 / 1

D

69. Consider the two segments below. Do both segments properly construct a **tom** object?

// segment 1

**Bank tom;****tom = new Bank(7500.0, 5000.0);**

// segment 2

**Bank tom = new Bank(7500.0, 5000.0);**

- a. Segment 1 is correct and segment 2 is not correct.
- b. Segment 1 is incorrect and segment 2 is correct.
- c. Both segments are incorrect.
- d. Both segments are correct.

**Points:** 1 / 1

A

70. Suppose a *Scanner* object, *kbReader*, has already been created. Which line of code uses *kbReader* to input a number with “decimal places” from the keyboard and store the result in the variable, *fract*.

- a. `double fract = kbReader.nextDouble();`
- b. `double fract = kbReader.next( );`
- c. `double fract = kbReader.nextInt( );`
- d. `double fract = kbReader.nextDbl( );`
- e. None of these

**Points:** 1 / 1**MATCHING**

Is this one of the eight basic (primitive) Java data types?

- a. yes, it is a basic data type
- b. no, it is not a basic data type




A

71. `int`**Points:** 1 / 1

 A 72. short

**Points:** 1 / 1

 B 73. void


**Points:** 1 / 1

 B 74. literal

**Points:** 1 / 1

What kind of operator is this?

- a. Boolean Operator
- b. Relational Operator
- c. Arithmetic Operator
- d. Assignment Operator
- e. Conditional Operator

 A 75. !

**Points:** 1 / 1

 B 76. !=


**Points:** 1 / 1

 E 77. ? :


**Points:** 1 / 1

Match the escape sequence code with the correct meaning.

- a. \b
- b. \f
- c. \n
- d. \"
- e. \t

 C 78. newline

**Points:** 1 / 1

 E 79. horizontal tab

**Points:** 1 / 1

Match the escape sequence code with the correct meaning.

- a. \xN
- b. \N
- c. \u
- d. \\
- e. \'



D

80. Backslash

**Points:** 1 / 1