

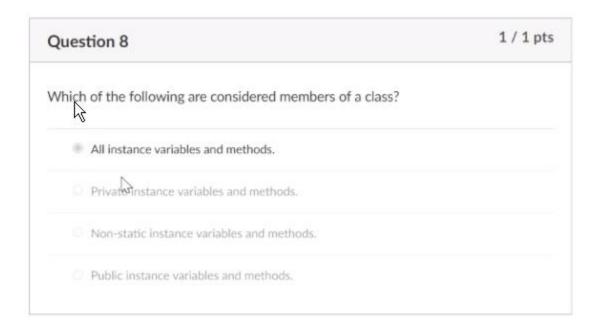
Question 4	1 / 1 pts
The operator is used to construct an object from a class.	
add	
O (construct)	
O create	
● new	

Ouestion 5 1 / 1 pts

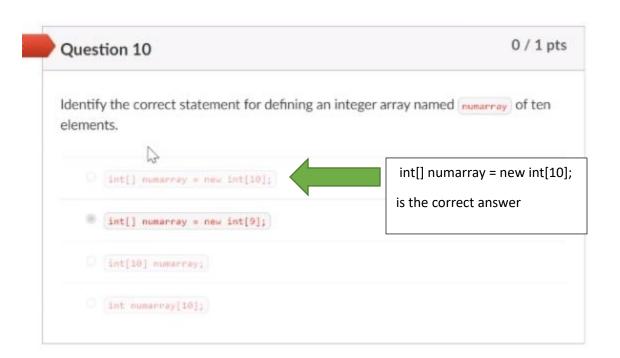
1 / 1 pts
and initializing an

Question 6	1 / 1 pts
Which of the following statements about classes is correct?	
Class is another name for a method.	
A class can contain only methods.	
A class describes a set of objects with the same behavior.	
A class is an object that can be manipulated by a program.	

Question 7		1 / 1 pts
ţ		
	Motorcycle class which has a const ing statements will construct an ol	
O Motowycle my	Bike;	
O Motorcycle.ne	nu(myBike);	
Motorcycle my	/Bike = new Motorcycle();	
myBike.new(Mo	otorcycle);	



## Question 9 Given the following class definition, which of the following are considered part of the class's public interface? public class CashRegister { public static final double DIME\_VALUE = 0.1; private static int objectCounter; public void updateDimes(int dimes) {. . .} private boolean updateCounter(int counter) {. . .} } updateDimes and updateCounter blue VALUE and updateCounter DIME\_VALUE and objectCounter



Question 11	1 / 1 pts
A method in a class that returns information about the object is called a/an method.	t an object but does not change
□ mutator	
constructor	
□ void	
@ accessor	₩

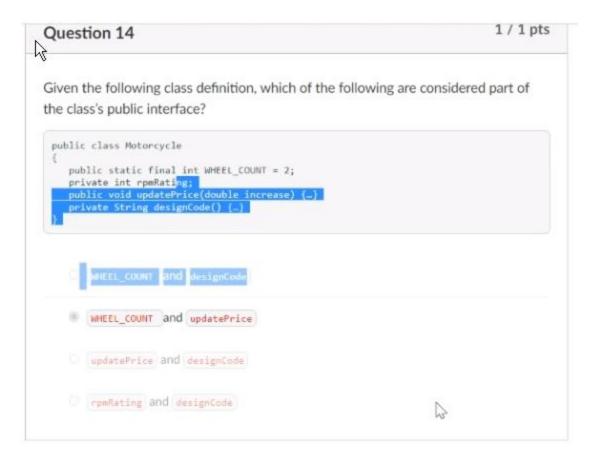
Question 12	1 / 1 pts
Which of the following statements about objects is correct?	?
All entities, even numbers, are objects.	
An object is a sequence of instructions that performs a task	
Every object has its own set of data and a set of methods to	manipulate the data.
An object defines only the methods for a class.	

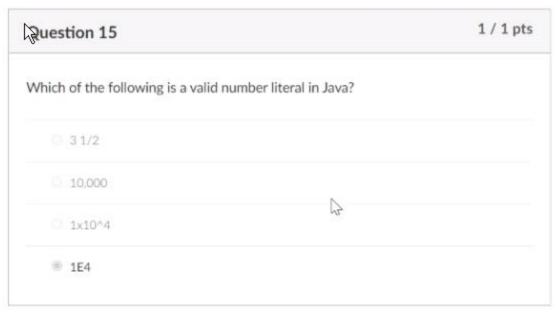
Question 13 1 / 1 pts

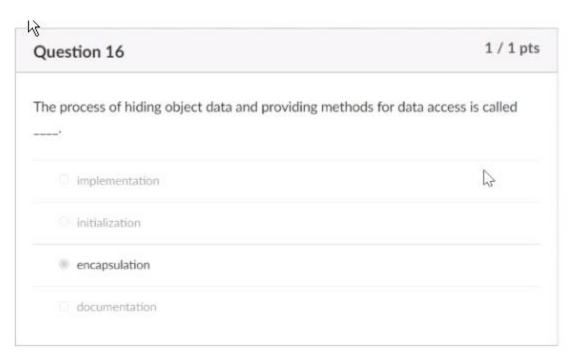
What is the output of the following code fragment?

```
int i = 1;
int sum = 0;
while (i <= 11)
{
    sum = sum + i;
    i++;
}
System.out.println("The value of sum is " \scrips sum);</pre>
```

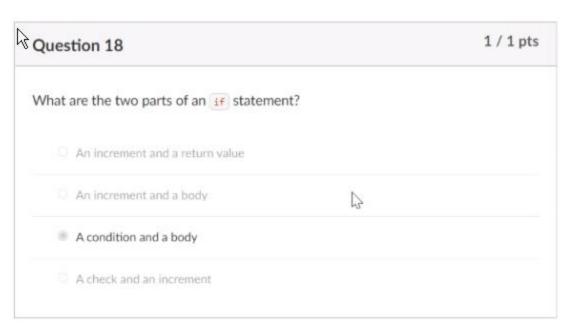
- The value of sum is 56
- The value of sum is 66
- The value of sum is 55
- The value of sum is 65



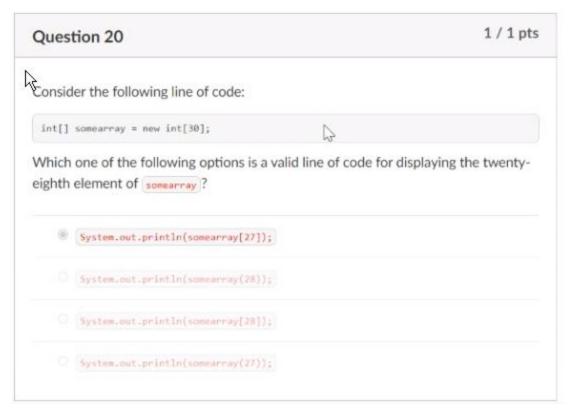




Question 17	1 / 1 pts
Which of the following is an accessor method of the lextbook?	gshRegister class used in the
Clear	
O addItem	
The CachRegister class does not have any accessor m	nethods .
@ getTotal	



D-	1 / 1 pts
use are stored in	
	> \(\frac{1}{2}\)





ğ	Question 22	1 / 1 pts
	When an object is created from a class, the object is called a/an class.	of the
	Child	
	O subclass	
	instance	
	oconstructor	

Question 23 1 / 1 pts

## Which of the following statements about classes is correct? When programmers work with an object of a class, they must understand only how the object stores its data. When programmers work with an object of a class, they must understand how the object stores its data and how its methods are implemented. When programmers work with an object of a class, they must understand only how the object's methods are implemented. When programmers work with an object of a class, they do not need to know how the object stores its data or how its methods are implemented.

Question 24 1 / 1 pts

Given the following class definition, which of the following are NOT considered part of the class's public interface?

```
public class CashRegister
{
  public static final double DIME_VALUE = 0.1;
  private static int objectCounter;
  public void updateDimes(int dimes) {..}
  private boolean updateCounter(int counter) {..}
}
```

objectCounter and updateCounter

updateDimes and updateCounter



- DIME\_VALUE and updateDimes
- DIME\_VALUE and objectCounter

Question 25 1 / 1 pts

How many times does the following code fragment display "Hi"?

```
int i = 10;
while (i >= 0)
{
    System.out.println("Hi");
    i--;
}
```

- 12 times
- 11 times
- 0 10 times
- 9 times

2

What will be the output of the following code snippet?

```
public static void dolt(int a, int prv, int nxt)
{
   prv = a - 1;
   nxt = a + 1;
}

public static void main(String[] args)
{
   int a = 100;
   int b = 100;
   int c = 100;
   dolt(a, b, c);
   System.out.println("b = " + b + ", c = " + c);
}
```

Your Answer:

```
b = 100, c = 100
```

Given the following class definition:

```
public class Circle (
    double radius;

public Circle (double r) {radius = r;}

public double area() {return Math.PI*radius*radius;}

public double circumference() {return 2*Math.PI*radius;}

public double getRadius() {return radius;}

public String toString() {return "Circle{radius**+radius*"}";}
}
```

What will be the screen output of the below stater

Circle face = new Circle(10); System.out.println(5\* face.getHadius()); System.out.println(face.toString()); Output:

50

Radius=10

Given the following class definition:

```
A sixulated cash register that tracks the item count and
   the total amount due.
public class CashRegister
   private int itemCount;
  private double totalPrice;
     Adds an item to this cash register.
     Oparam price the price of this item
   public void addItem(double price)
     itemCount++;
     totalPrice = totalPrice + price;
                                                      Output:
     Gets the price of all items in the current s
Breturn the total amount
   public double getTotal()
                                                     5.2
      return totalPrice;
     Gets the number of items in the current sale 0
     Breturn the item count
   public int getCount()
```

## Question 29 Not yet graded / 3 pts What is the value of mystery after this sequence of statements?

```
int mystery = 1;
mystery = 1 + 2 * mystery;
mystery = mystery - 1;
```

Your Answer:

2 Is it.



```
Int[] numbers = INSERT Number here
Int max = numbers[0]
for(inti=1;i<numbers.length;i++){
    if(numbers[i]>max)
    max = numbers[i];}

Edit View Insert Format Tools Table

Int[] numbers = INSERT Number here
4 pts

Int[] numbers = INSERT Number here
4 pts

Int max = numbers[0]

for(inti=1;i<numbers.length;i++){
    if(numbers[i]>max)
    max = numbers[i];}

System.out.println(max);
```

Write Java code that prints all the *even* numbers between 0 and 100 inclusive, using a for loop.

int n = 100;

for (int i = 1; i <= n; i++) {

if (i % 2 == 0) {

System.out.print(i + " ");}}

Question 33 4 pts

Assume that you have a Student class that records the name, GPA, and phone number of a student. The class Student has getters and setters for the GPA and the phone number fields. The name field is read-only and gets initialized by the class constructor.

Write a Java statement that creates a Student object with the following properties:

Name: James Bond

GPA: 3.6

Phone number: 123321091

Student student = new Student("James Bond");

Student.setGPA(3.6);

student.setPhoneNumber(1233210910);

Question 34 4 pts

Write code that declares an array with these properties:

name: scores

Datatype: double

Size: 40

double [] scores = new double[40];

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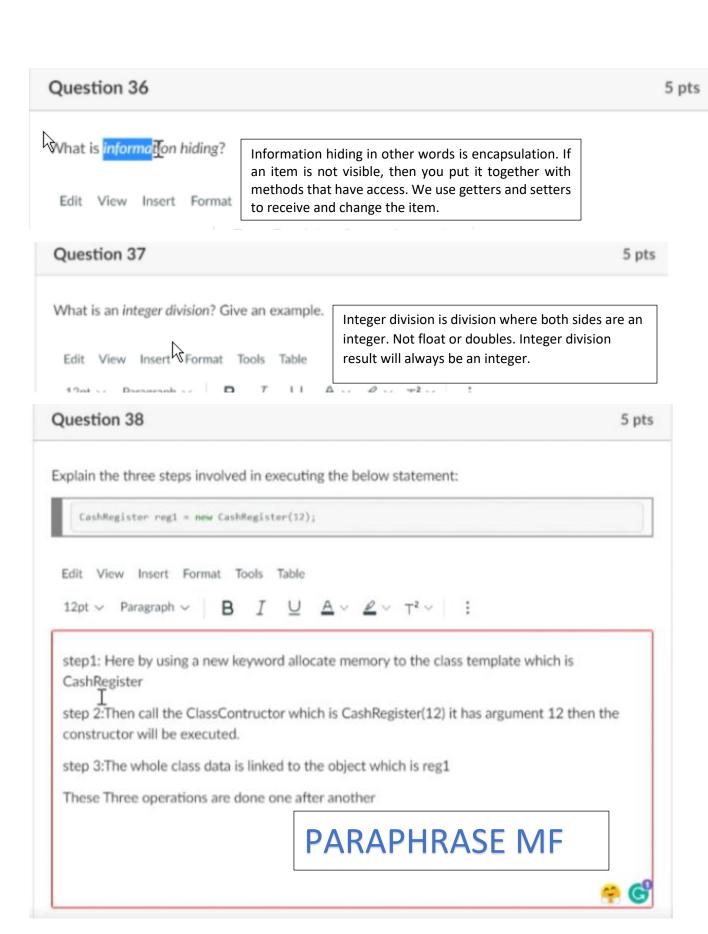
## Question 35

4 pts

Write a Java Student class that records the name, GPA, and phone number of a student. The class Student should have getters and setters for the GPA and the phone number fields. The name field should be read-only and should be initialized by the class constructor.

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```
public class Student {
 private String name;
 private String phone;
 private double GPA;
 public Student(String name) {
   this.name = name;
 }
 public Student(String name, String phone, double GPA) {
   this.name = name;
   this.phone = phone;
   this.GPA = GPA;
 }
 public String getName() {
   return name;
 }
 public String getPhone() {
   return phone;
 }
 public void setPhone(String phone){
   this.phone = phone;
 }
 public double getGPA() {
   return GPA;
 }
 public void setGPA(double GPA) {
   this.GPA = GPA;
 }
}
```



Question 39 5 pts

What is an infinite loop?

As the name says, Infinite loop is a never-ending loop or a loop that continues infinitely.

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