

Final Exam

Due May 11 at 9:15pm

Points 20

Questions 40

Available May 11 at 6:30pm - May 11 at 9:15pm 2 hours and 45 minutes

Time Limit 150 Minutes

Instructions

Let Students See Their Quiz Responses (Incorrect Questions Will Be Marked in Student Feedback)

Only Once After Each Attempt

Attempt History

	Attempt	Time	Score
LATEST	Attempt 1	21 minutes	19.5 out of 20

⚠️ Correct answers are hidden.

Score for this quiz: **19.5** out of 20

Submitted May 11 at 7:01pm

This attempt took 21 minutes.

Question 1

0.5 / 0.5 pts

Unlike all other classes in Java, exceptions are not Object (ch 12)

True

False

Question 2

0.5 / 0.5 pts

The method header of the equals() method within the String class is _____. (Ch 7)

- ☐ public boolean equals(Strings)
- ☒ public boolean equals(String s)
- ☐ public boolean equals(Character s)
- ☐ private boolean equals(String s)

Question 3

0.5 / 0.5 pts

The creators of Java chose _____ characters as the “extra” length for a StringBuilder object. (Ch 7)

- ☐ 36
- ☐ 12
- ☐ 48
- ☒ 16

Question 4

0.5 / 0.5 pts

Which of the following correctly declares and initializes a String object? (Ch 7)

- ☐ String greeting == "Hello";
- ☒ String greeting = "Hello";
- ☐ String new = "Hello"

☐ new String = Hello

Question 5

0.5 / 0.5 pts

The methods of the Character class that begin with ____ return a character that has been converted to the stated format.(Ch 7)

☐ buffer

☐ Character

☒ reference

☐ immutable

Question 6

0.5 / 0.5 pts

Programming statements written in a high-level programming language are called source code (Ch 1)

☒ True

☐ False

Question 7

0.5 / 0.5 pts

Before entering a loop, the first input statement, or ____, is retrieved. (Ch 6)

☒ priming read

☐ loop body

☐ posttest loop

☐ empty body

Question 8

0.5 / 0.5 pts

In the switch structure, break is followed by one of the possible values for the test expression and a colon. (Ch 5)

☒ True

☐ False

Question 9

0.5 / 0.5 pts

The Character class _____ from java.lang.Object. (Ch 7)

☐ refers

☒ inherits

☐ spawns

☐ calls

Question 10

0.5 / 0.5 pts

True or False: You declare an array variable in the same way you declare any simple variable, but you insert a pair of curly brackets after the type. (Ch 8)

☐ True

☒ False

Question 11

0.5 / 0.5 pts

A(n) ____ is an integer contained within square brackets that indicates one of an array's variables, or elements. (Ch 8)

☒ subscript

☐ .class

☐ script

Question 12

0.5 / 0.5 pts

A(n) ____ array is one with the same number of elements as another and for which the values in corresponding elements are related.(Ch 8)

☐ continuing

☒ parallel

☐ script

Question 13

0.5 / 0.5 pts

True or False: Searching an array for an exact match is not always practical.(Ch 8)

☒ True

☐ False

Question 14

0.5 / 0.5 pts

The last subscript in an array of size 100 is _____.(Ch 8)

☐ 101

☐ 100

☐ 01

☒ 99

Question 15

0.5 / 0.5 pts

Use the __ operator to specify the data type that will be held in your ArrayList. <Ch 9>

☐ /

☐ =

☒ <>

☐ ()

Question 16

0.5 / 0.5 pts

By definition, an ArrayList's ____ is greater than or equal to its size.(Ch 9)

☒ capacity

☐ operator

☐ text

☐ references

Question 17

0.5 / 0.5 pts

True or False: You can use enumerations to control a switch structure.
(Ch 9)

☒ True

☐ False

Question 18

0.5 / 0.5 pts

When mathematicians use a(n) _____ array, they often call it a matrix or a table. (Ch 9)

☒ two-dimensional

☐ three-dimensional

Question 19

0.5 / 0.5 pts

Programmers had to deal with error conditions long before object-oriented methods were conceived.(Ch 12)

☒ True

☐ False

Question 20

0.5 / 0.5 pts

True or False: In a binary sort, you continue to compare pairs of items, swapping them if they are out of order, so that the smallest items “bubble” to the top of the list, eventually creating a sorted list.(Ch 9)

☐ True

☒ False

Question 21

0.5 / 0.5 pts

The Arrays.sort() method can sort your custom classes.(Ch 9)

☐ True

☒ False

Question 22

0.5 / 0.5 pts

True or False: You can pass multiple arguments to a method by listing the arguments within the call to the method and separating them with colons. (Ch 3)

☐ True

☒ False

Question 23**0.5 / 0.5 pts**

True or False: The method declaration is the first line, or header, of a method.(Ch 3)

☒ True

☐ False

Question 24**0.5 / 0.5 pts**

True or False: A variable declaration is a statement that reserves a named memory location. (Ch 2)

☒ True

☐ False

Question 25**0.5 / 0.5 pts**

A data item is constant when it cannot be changed while a program is running. A data item is ____ when it might change. (Ch 2)

☐ class

☒ variable

☐ object

Question 26**0.5 / 0.5 pts**

True or False: Object-oriented programming is a style of programming in which sets of operations are executed one after another in sequence.(Ch 1)

☐ True

☒ False

Question 27

0.5 / 0.5 pts

True or False: Polymorphism refers to the hiding of data and methods within an object.(Ch1)

☐ True

☒ False

Question 28

0.5 / 0.5 pts

True or False: Not all classes have a main() (Ch 1)

☒ True

☐ False

Question 29

0.5 / 0.5 pts

Arguments are pieces of information that are sent into, or passed to, a method, usually because the method requires the information to perform its task or carry out its purpose. (Ch 1)

☒ True

☐ False

Question 30**0.5 / 0.5 pts**

Stand-alone programs are called Java applications (Ch 1)

☒ True

☐ False

Question 31**0.5 / 0.5 pts**

Writing object-oriented programs involves creating classes, creating objects from those classes, and creating applications. (Ch 1)

☒ True

☐ False

Question 32**0.5 / 0.5 pts**

Using a programming language, programmers write a series of program statements, similar to English sentences, to carry out the tasks they want the program to perform. (Ch 1)

☒ True

☐ False

Question 33

0.5 / 0.5 pts

True or False: Polymorphism refers to the hiding of data and methods within an object. (Ch 1)

☐ True

☒ False

Question 34

0.5 / 0.5 pts

True or False: A variable comes into existence, or goes out of scope, when you declare it. (Ch 4)

☐ True

☒ False

Question 35

0.5 / 0.5 pts

Whether you decide to use a while, for, or do...while loop in an application, you can improve loop performance by making sure the loop does not include unnecessary operations or statements. (Ch 6)

☒ True

☐ False

Question 36

0.5 / 0.5 pts

True or False: If you create your own constructor, the automatically created constructor still exists. (Ch 4)

☐ True

☒ False

Question 37

0.5 / 0.5 pts

True or False: Each class you develop should only have one parameterized constructor.(Ch 4)

☐ True

☒ False

Question 38

0.5 / 0.5 pts

True or False: You can write your own constructor method, and you often do so when you want to ensure that fields within classes are

initialized to some appropriate default value.(Ch 4)

☒ True

☐ False

Incorrect

Question 39

0 / 0.5 pts

True or False: You declare an array variable in the same way you declare any simple variable, but you insert a pair of curly brackets after the type. (ch 8)

☒ True

☐ False

Question 40

0.5 / 0.5 pts

A variable or data field may be a(n) ***constant***, that is, it should not be changed during the execution of a program.(Ch 4)

☒ True

☐ False

Quiz Score: **19.5** out of 20