

# Final Exam

**Due** May 8 at 9:30pm

**Points** 20

**Questions** 40

**Available** May 8 at 6:30pm - May 8 at 9:30pm 3 hours

**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	<a href="#">Attempt 1</a>	64 minutes	39 out of 20 *

\* Some questions not yet graded

Score for this quiz: **39** out of 20 \*

Submitted May 8 at 7:44pm

This attempt took 64 minutes.

Question 1

1 / 1 pts

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

Correct!

☒ inherits

☐ spawns

☐ refers

☐ calls

## Question 2

1 / 1 pts

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

☐ private boolean equals(String s)

☒ public boolean equals(String s)

☐ public boolean equals(Character s)

☐ public boolean equals(Strings)

Correct!

## Question 3

1 / 1 pts

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

☐ 48

Correct!

☐ 36

☐ 12

☒ 16

#### Question 4

1 / 1 pts

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

☐ String new = "Hello"

☐ new String = Hello

☐ String greeting == "Hello";

☒ String greeting = "Hello";

Correct!

#### Question 5

1 / 1 pts

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

Correct!

☒ reference

☐ Character

☐ buffer

☐ immutable

### Question 6

1 / 1 pts

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

Correct!

☒ True

☐ False

### Question 7

1 / 1 pts

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

Correct!

☒ priming read

☐ empty body

☐ posttest loop

☐ loop body

### Question 8

1 / 1 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

Correct!

### Question 9

Not yet graded / 1 pts

Write an example that properly uses the && operator *in* an *if* (Ch 5)

Your Answer:

Answer:

```
int num1 = 5;
```

```
int num2 = 10;
```

```
int num3 = 15;
```

```
if (num1 > 0 && num2 > 0) {
```

```
    System.out.println("Both num1 and num2 are greater than 0.");
```

```
}
```

```
if (num2 > 10 && num3 < 20) {
```

```
    System.out.println("num2 is greater than 10 and num3 is less than 20.");
```

```
}
```

In the first if statement, the condition `num1 > 0 && num2 > 0` checks if both `num1` and `num2` are greater than 0.

If both conditions are true, it will execute the code inside the if block and print the corresponding message.

In the second if statement, the condition `num2 > 10 && num3 < 20` checks if `num2` is greater than 10 and `num3` is less than 20.

If both conditions are true, it will execute the code inside the if block and print the corresponding message.

## Question 10

1 / 1 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

Correct!

### Question 11

1 / 1 pts

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

☐ script

☒ subscript

☐ .class

Correct!

### Question 12

1 / 1 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)

☒ parallel

☐ continuing

☐ script

Correct!

### Question 13

1 / 1 pts

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

Correct!

☒ True

☐ False

### Question 14

1 / 1 pts

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

Correct!

☐ 01

☐ 101

☒ 99

☐ 100

### Question 15

1 / 1 pts



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

☐ ( )

☐ =

☐ /

☒ < >

Correct!

### Question 16

1 / 1 pts

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

☐ text

☒ capacity

☐ references

☐ operator

Correct!

### Question 17

1 / 1 pts

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

Correct!

☒ True

☐ False

### Question 18

1 / 1 pts

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

☐ three-dimensional

Correct!

☒ two-dimensional

### Question 19

1 / 1 pts

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

☐ True

Correct!

☒ False

### Question 20

1 / 1 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

Correct!

### Question 21

1 / 1 pts

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

☐ True

☒ False

Correct!

### Question 22

1 / 1 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

Correct!

### Question 23

1 / 1 pts

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

☒ True

☐ False

Correct!

### Question 24

1 / 1 pts

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

☒ True

☐ False

Correct!

### Question 25

1 / 1 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)

Correct!

☒ variable

☐ object

☐ class

### Question 26

1 / 1 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)

Correct!

☐ True

☒ False

### Question 27

1 / 1 pts

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

☐ True

☒ False

Correct!

### Question 28

1 / 1 pts

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

☒ True

☐ False

Correct!

### Question 29

1 / 1 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)

**Correct!**

☒ True

☐ False

### Question 30

1 / 1 pts

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

☒ True

☐ False

**Correct!**

### Question 31

1 / 1 pts

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

☒ True

☐ False

**Correct!**

### Question 32

1 / 1 pts

1. 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)

Correct!

☒ True

☐ False

### Question 33

1 / 1 pts

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

Correct!

☐ True

☒ False



### Question 34

1 / 1 pts

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

☐ True

☒ False

Correct!

### Question 35

1 / 1 pts

True or False: Java will not promote types in a method call. (Ch 4)

☐ True

☒ False

Correct!

### Question 36

1 / 1 pts

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

☐ True

☒ False

Correct!

### Question 37

1 / 1 pts

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

☐ True

☒ False

Correct!

### Question 38

1 / 1 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)

Correct!

☒ True

☐ False

### Question 39

1 / 1 pts

The ***this*** reference reduces ambiguity in a method by ensuring the compiler uses the class variable. (Ch 4)

Correct!

☒ True

☐ False

### Question 40

1 / 1 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)

Correct!

☒ True

☐ False

Quiz Score: **39** out of 20