

## Quiz - Results



### Attempt 1 of 1







Written Oct 11, 2023 10:42 AM - Oct 11, 2023 11:45 AM

Attempt Score	40 / 65 - 61.54 %
Overall Grade (Highest Attempt)	40 / 65 - 61.54 %

### Question 4

1 / 2 points

Which of the following statements are true?

-  ☐ A subclass is a subset of a superclass.
-  ☐ "class A extends B" means B is a subclass of A.
-   ☐ "class A extends B" means A is a subclass of B.
-   ☐ A subclass is usually extended to contain more functions and more detailed information than its superclass.

▼ [Hide question 4 feedback](#)



Well done!

Well done!

### Question 5

0 / 1 point

Why is a static variable also referred to as a class variable?

-  ☐ There is a single copy available to all objects of the class.
-  ☐ It is encapsulated within the class.
- ☐ Each class has one and only one static variable.

- ☐ It is stored in the separate class area of each object.

**Question 6****0 / 1 point**

Can the method `lastDayOfMonth` be changed to be a static method by just changing the header to the following?

```
private static int lastDayOfMonth()
```

- ☒ No. It could no longer access the `month` instance variable.
- ☐ No. A class cannot have both static and non-static methods.
- ✗ ☐ Yes. No other change is necessary.
- ☐ Yes, but it must be changed to public as well.

**Question 11****0 / 1.5 points**

Consider the following code snippet:

```
public class Motorcycle extends Vehicle
{
    . . .
    public Motorcycle(int numberAxles)
    {
        super(numberAxles); //line #1
    }
}
```

If the line marked "`//line #1`" was missing, which of these statements would be correct?

- ☐ This code would not compile.
- ☐ The `Motorcycle` class constructor would invoke the constructor of the `Vehicle` class with a parameter value of 0.
- ☒ The `Motorcycle` class constructor would invoke the constructor of the `Vehicle` class with no parameters.
- ✗ ☐ The `Vehicle` class constructor would invoke the constructor of the `Motorcycle` class with no parameters.

**Question 12****0 / 2.5 points**

Consider the following code snippet:

```
public class Vehicle
```

```
{
    . . .
    public void setVehicleClass(double numberAxles)
    {
        . . .
    }
}
public class Auto extends Vehicle
{
    . . .
    public void setVehicleClass(int numberAxles)
    {
        . . .
    }
}
```

Which of the following statements is correct?

- ☐ The Vehicle class overloads the setVehicleClass method.
- ☒ The Auto class overrides the setVehicleClass method.
- ☐ The Vehicle class overrides the setVehicleClass method.
- ☒ The Auto class overloads the setVehicleClass method.

▼ [Hide question 12 feedback](#)

Incorrect

### Question 13

0 / 1 point

Which of interface methods that are not abstract?

- ☐ A) no static methods
- ☐ B) public methods
- ☒ C) static and default methods
- ☒ D) private and protected methods



### Question 14

0 / 2.5 points

Consider the following class hierarchy:

```
public class Vehicle
{
    private String type;
    public Vehicle(String type)
    {
        this.type = type;
    }
    public String displayInfo()
    {
        return type;
    }
}

public class LandVehicle extends Vehicle
{
    public LandVehicle(String type)
    {
        super(type);
    }
}

public class Auto extends LandVehicle
{
    public Auto(String type)
    {
        super(type);
    }
}
```

You have written a program to use these classes, as shown in the following code snippet:

```
public class VehicleTester
{
    public static void main(String[] args)
    {
        Auto myAuto = new Auto("sedan");
        System.out.println("MyAuto type = " + _____);
    }
}
```

Complete the code in this program snippet to correctly display the auto's type.

- ☐ This cannot be done unless the Auto class overrides the displayInfo method.
- ☒ `myAuto.displayInfo()`
- ☒ `myAuto.super.super.displayInfo()`
- ☐ `myAuto.super.displayInfo()`

▼ [Hide question 14 feedback](#)

Incorrect

### Question 16

0 / 1 point

The use of the `static` keyword in a method declaration implies which of the following?

- ☐ The method can only operate on immutable objects.
- ☐ The method can only be called from within the main method.
- ☒ The method cannot be overloaded.
- ➔ ☐ The method cannot be invoked on an instance of an object.

### Question 19

0 / 1 point

Which of the following statements about abstract methods is true?

- ➔ ☐ An abstract method has a name, parameters, and a return type, but no code in the body of the method.
- ☒ An abstract method has only a name and a return type, but no parameters or code in its body.
- ☐ An abstract method has parameters, a return type, and code in its body, but has no defined name.
- ☐ An abstract method has a name, a return type, and code in its body, but has no parameters.

▼ [Hide question 19 feedback](#)

Incorrect

### Question 21

0 / 2 points



Consider the classes shown below:

```
public class Parent
{
    public int getValue()
    {
```

```
        return 24;
    }
    public void display()
    {
        System.out.print(getValue() + " ");
    }
}
public class Child extends Parent
{
    public int getValue()
    {
        return -7;
    }
}
```

Using the classes above, what is the output of the following lines of code?



```
Parent kid = new Child();
Parent adult = new Parent();
kid.display();
adult.display();
```

-  ☐ 24 24
- ☐ -7 -7
- ☐ 24 -7
-  ☒ -7 24

## Question 26

0 / 1 point

Assume a class implements two interfaces, both of which define a default method with the same signature. Which statement is true about this conflict of inherited methods?

- ☐ The code compiles and the implementation is chosen at run time.
- ☐ The code compiles but generates an exception at run time due to the conflict.
-  ☒ The class must override the method and provide its own implementation.
-  ☐ There is no conflict because interfaces cannot provide method implementation.

▼ [Hide question 26 feedback](#)

Incorrect

**Question 30****0 / 1 point**

A theater needs a `TicketCounter` to keep track of the number of tickets sold.

There are two types of ticket: regular and discount. What instance data should be used for this class?

- ☐ `private String[] ticketsSold; // Each entry is either "regular" or "discount"`
- ☒ `private int regularTicketsSold;  
int discountTicketsSold;`
- ✗ ☐ `private ArrayList<String> ticketsSold; // Each entry is either "regular" or "discount"`
- ☐ `private double ticketsSold; // Add 1 for regular and 0.5 for discount tickets`

**Question 31****0 / 1 point**

Identify the association between `MyCalendar` and `Day`:

```
public class MyCalendar
{
    enum Day
    {
        FRIDAY, SATURDAY, SUNDAY, MONDAY,
        TUESDAY, WEDNESDAY, THURSDAY
    }
}
```

- ☐ A) IS-A
- ✗ ☐ B) HAS-A
- ☒ C) OWNS-A
- ☐ D) No association

**Question 32****0 / 1.5 points**

Suppose the abstract class `Message` is defined below

```
public abstract class Message
{
    private String value;
```

```

    public Message(String initial)
    {
        value = initial;
    }

    public String getMessage()
    {
        return value;
    }

    public abstract String translate();
}

```

A concrete subclass of Message, called FrenchMessage, is defined. Which methods must FrenchMessage define?

- ☒ The FrenchMessage constructor and translate() only
- ☐ The FrenchMessage constructor, getMessage(), and translate()
- ☒ translate() only
- ☐ getMessage() only

### Question 36

0 / 1 point

Consider the partial class below:

```

public class Thing
{
    private int number;
    private char letter;
    {
        number = -10;
        letter = 'Z';
    }
    ...
}

```

Which code is equivalent to the code above?

- ☒

```

public class Thing
{
    private int number = -10;
    private char letter = 'Z';
    ...
}

```
- ☐

```

public class Thing
{
    private int number;
    private char letter;
    public Thing()
    {

```



```

        number = -10;
        letter = 'Z';
    }
    ...
}

☐ public class Thing
{
    public Thing()
    {
        int number;
        char letter;
        number = -10;
        letter = 'Z';
    }
    ...
}

☒ public class Thing
{
    public static void main(String[] args)
    {
        int number;
        char letter;
        number = -10;
        letter = 'Z';
    }
    ...
}

```

**Question 39****0 / 2 points**

Suppose the abstract class `Message` is defined below

```

public abstract class Message
{
    private String value;
    public Message(String initial)
    {
        value = initial;
    }

    public String getMessage()
    {
        return value;
    }

    public abstract String translate();
}

```

A concrete subclass of `Message`, called `FrenchMessage`, is defined. Which methods must `FrenchMessage` define?

☐ `getMessage()` only

→ ☐ **translate() only**

✗ ☐ The FrenchMessage constructor and translate() only

☐ The FrenchMessage constructor, getMessage(), and translate()

▼ [Hide question 39 feedback](#)

Incorrect

### Question 44

0 / 1 point

Which of the following Object-Oriented (OO) concepts is best described as the capability of a subclass to provide different implementation for a method that is already defined and/or implemented in its superclass or one of its parent superclasses?

✗ ☐ **Polymorphism**

☐ Method overloading

☐ Abstraction

→ ☐ Method overriding

### Question 47

0 / 1 point

Identify primitive types in the following Java program:

```
public class TestingMemory
{
    public static void main(String[] args){

        double x=Math.PI;
        String y="Burnaby Mountain";
        Object z=new Point(49.2667,122.9667);
        int w=123;
    }
}
```

☐ A) x and z

➡ ☒ B) x and w

✗ ☐ C) y and z

☐ D) x and y

### Question 50

0 / 1 point

By default all enum constructors are \_\_\_\_\_.

☐ A) public or private

➡ ☐ B) private

✗ ☐ C) public

☐ D) protected

Done