

Module 6 quiz on arrays and parameters

Quiz, 6 questions

6/6 points (100.00%)

Congratulations! You passed!

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point

1.

Which code segment illustrates a correct way to declare an array of 10 objects. Assume the class Beverage has been created.



```
1 Beverage[] guestList = new Beverage[10];
```

**Correct**

Correct! This is quite similar to declaring an array of primitive data types, but remember to use the keyword new.



```
1 new guestlist[10];
```



```
1 Beverage guestlist = array[10];
```



```
1 Beverage[10] guestList;
```

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2.

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```
1 Pet customer[] = new Pet[5];  
2 customer[3].setName("Spot");
```

We learned that this code is incorrect because...*select the best explanation*

- ☐ objects stored in an array can not be accessed individually. They can only be accessed as a group.
- ☒ although the array of Pet references has been created, none of them point to Pet objects yet. Each object must be instantiated individually.

Correct

Correct! A for loop is often used to instantiate each object of an array.

- ☐ The proper syntax for a set method called on an object is

```
1 setName(customer[3], "Spot");
```

- ☐ all five of the names must be set at one time.



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3.

Select all of the code segments that properly create an array of 3 objects and instantiate them. Assume the class Lesson has been created.



```
1 Lesson [] week1 = new Lesson[3];  
2 for (int i = 0; i<week1.length; i++){  
3     week1[i] = new Lesson();  
4 }
```

Correct

Correct. The first line creates the array of references to the objects. The for loop then instantiates each Lesson object using the default constructor.



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Correct

Correct. Here we create the array of references and instantiate each new object all in one line of code.



```
1 Lesson [] week1 = {new Lesson(), new Lesson(), new Lesson()};
```


Un-selected is correct

```
1 Lesson[3] = week1[0], week1[1], week1[2];
```


Un-selected is correct1 / 1
point

4.

When an object is passed as a parameter, its state is changed within the method that it was passed to because...

- ☐ the object was updated when the return statement was executed.
- ☐ the value of the object (its state) was passed.
- ☐ a copy of the object was passed.
- ☒ the reference to the object was passed.


Correct

Correct. When passing an object as a parameter, it is passed by reference, meaning the information about the memory location where the actual object data is stored is passed to the method. Thus a change to the object in the method is a change to the actual object state.

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5.

Consider the code

```
1 Pet sparky = new Pet();  
2 Pet fido = sparky;
```

Line 2 of this code...

- ☐ creates a new object named sparky with the same state data found in fido.
- ☒ sets the object fido to reference or "point to" the object sparky.

Correct

Correct. We are in essence taking the memory location reference of sparky and copying it into the variable fido.

- ☐ creates a new object named fido with the same state data found in sparky.
- ☐ compares the object fido do the object sparky and returns true or false.



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point

6.

Select all of the scenarios where using a static class constant would be appropriate.

- ☒ To declare a constant that is used in different methods of the class and who's value never changes.

Correct

Correct. A good example of this was the RTNumber which was the routing number for our bank.

- ☒ To declare a constant that is somehow associated with the class and may be accessed by client programs.

Correct

Correct. A good example of this is the constant PI which is found in the Math class. As long as it is declared public it can be accessed by client programs.



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Un-selected is correct



To share the state of that variable across many different objects of the class, like a count variable to keep track of how many objects have been created.



Un-selected is correct

