Java Quiz: Chapter 4

Guidelines: Answer the questions below by ticking the box next to the correct response(s) to each question. Be sure to check your answers to ensure that they are correct.

1. **What is a programming library?**
   Choose one answer.

   ☐ A. Any code that is temporary is referred to as library code
   ☐ B. A programming forum where experts can discuss solutions to common problems
   ☐ C. Code that can be purchased for additional functionality
   ☑ **D. A collection of pre-written classes that are ready for use in any program**

2. **In Java, what is a package?**
   Choose one answer.

   ☑ **A. A group of related classes**
   ☐ B. A package belongs to a class; a class may hold several packages
   ☐ C. A term used to describe a group of related methods
   ☐ D. A package belongs to a method; a method may hold several packages

3. **The code below is an example of:**

   ```
   double x = Math.round(34.54456456);
   ```

   Choose one answer.

   ☐ A. Concatenation
   ☐ B. A non-static method
   ☐ C. An instantiated method
   ☑ **D. A static method**

4. **The code below is an example of:**

   ```
   Date myDateObj = new Date(85,1,15);
   String myDate = myDateObj.toString();
   ```

   Choose one answer.

   ☐ A. A static method
   ☑ **B. A non-static method**
   ☐ C. Selection
   ☐ D. Concatenation

5. **What is the purpose of this line of code?**

   ```
   BufferedReader x = new BufferedReader(new InputStreamReader(System.in));
   ```

   Choose one answer.

   ☐ A. Import a stream reader into a project
   ☐ B. Creates a new BufferedReader object to store saved data
   ☑ **C. Instantiates a BufferedReader object that can gather user input from the command-line**
   ☐ D. Creates a duplicate of the BufferedReader object to retrieve lost data

6. **When using this line of code in a program, which package must first be imported?**

```
BufferedReader x = new BufferedReader(new InputStreamReader(System.in));
```

Choose one answer.

- ☐ A. `import java.lang.*;`
- ☑ **B. `import java.io.*;`**
- ☐ C. `import java.util.*;`
- ☐ D. `import java.text.*;`

7. **What is the purpose of the [`readLine()`] method?**
Choose one answer.

- ☑ **A. To wait for and read a text response entered into the command-line by the user**
- ☐ B. To read multiple lines simultaneously from the command-line
- ☐ C. To output text to the command-line
- ☐ D. To change the default input method used in the command-line

8. **What is the purpose of the [`try/catch`] technique?**
Choose one answer.

- ☐ A. To 'try and catch' a text entry from a user
- ☐ B. Try/catch is another selection technique (like IF statements) used to provide alternative paths
- ☐ C. Try/catch is used to concatenate answers together
- ☑ **D. To catch any unexpected errors that may occur during the run-time of a program**

9. **What is the value of the `myDouble` variable?**

```
String myNumber = 3.44;
double myDouble;
myDouble = Double.parseDouble(myNumber);
```

Choose at least one answer.

- ☐ A. 3
- ☐ B. 6.88
- ☐ C. No value
- ☑ **D. 3.44**

10. What would be the output of this statement if the user entered the value 50.54?

```
String myNumber = null;
int newNumber;
BufferedReader x = new BufferedReader(new InputStreamReader(System.in));
System.out.println("Enter a number:");
try{
        myNumber = x.readLine();
}catch(IOException e){
System.out.println("Error Encountered");
}
newNumber = Integer.parseInt(myNumber);
System.out.println(newNumber + " + 25 = " + (newNumber + 25));
```

Choose one answer.

- ☐ A. 50 + 25 = 75.54
- ☐ B. Error Encountered
- ☑ **C. 50 + 25 = 75**
- ☐ D. 50.54 + 25 = 75.54

11. What would be the output of this statement if the user entered the value 'hello'?

```
String myNumber = null;
int newNumber;
BufferedReader x = new BufferedReader(new InputStreamReader(System.in));
System.out.println("Enter a number:");
try{
        myNumber = x.readLine();
}catch(IOException e){
        System.out.println("Error: " + e);
}
newNumber = Integer.parseInt(myNumber);
System.out.println(newNumber + " + 25 = " + (newNumber + 25));
```

Choose one answer.

- ☑ **A. Error Encountered**
- ☐ B. hello + 25 = hello
- ☐ C. hello
- ☐ D. hello + hello = hello