# Unit 1—Getting Started with Java

# Unit Review

Review Questions

## True/False

1. True
2. True
3. False
4. False
5. True
6. False
7. True
8. True
9. True
10. False

## Fill in the Blank

1. object-oriented programming
2. complier
3. Java virtual machine
4. method
5. doubles or floating-point numbers
6. prededence, parentheses
7. +
8. loop
9. off-by-one
10. infinite

## Written Questions

1. The purpose of a variable is to store data that can be modified.
2. The three types of programming errors are syntax errors, run-time errors, and logic errors. An example of a syntax error is the failure to include a semicolon at the end of a statement. An example of a run-time error is an attempt to divide by a variable whose current value is zero. An example of a logic error is a calculation that is off by a factor of 100.
3. Type double refers to numbers that have a decimal point. Type int refers to whole numbers.
4. 16, 4, -4, 14.
5. if (y > 10)

x = x + 5;

1. Incorrect because the second < compares a Boolean and a number.
2. for (int i = 1; i <= 10; i++)

System.out.println(Math.pow(i, 2));