

# Set 02

1 Correct way to instantiate a Scanner object in Java in order to read from the standard input

- A Scanner in = Scanner(System.in);
- ☒ Scanner in = new Scanner(System.in);
- C Scanner in = Scanner(Keyboard.in);
- D Scanner in = new Scanner(Keyboard.in);

2 In "public static void main(String args[])", variable "args" is used for what?

- A To read JDK options used by the compiler
- B To read IntelliJ options used by the compiler
- ☒ To read optional command-line parameters informed by the user
- D To read optional OS settings for code optimization

3 In the Bicycle class on the right, cadence, gear, and speed are called ...

```
public class Bicycle {  
  
    public int cadence;  
    public int gear;  
    public int speed;  
  
    // ...  
}
```

- ☒ properties
- B methods
- C constructors
- D conditionals

4 To increase the Bicycle class "information hiding" level you should ...

```
public class Bicycle {  
  
    public int cadence;  
    public int gear;  
    public int speed;  
  
    // ...  
}
```

- A change the names of the properties to something less obvious like x, y, z
- B change the property types to String
- C change the properties access level from public to protected
- ☒ change the properties access level from public to private

5 In the Bicycle class below, the highlighted code is called ...

```
public class Bicycle {  
    public int cadence;  
    public int gear;  
    public int speed;  
  
    public Bicycle(int startCadence, int startSpeed, int startGear) {  
        gear = startGear;  
        cadence = startCadence;  
        speed = startSpeed;  
    }  
    // ...  
}
```

- A a property
- B a method
- ☒ a constructor
- D a conditional