

Quiz 1



Your work has been saved and submitted

Written Sep 11, 2024 2:09 PM - Sep 11, 2024 2:24 PM • Attempt 1 of Unlimited

Attempt Score 7 / 10 - B

Overall Grade (Highest Attempt) 7 / 10 - B

Question 1

1 / 1 point

_____ are nonexecuting statements that you add to document a program.

- ☐ 1) Alias
- ☒ 2) Program comments

☐ 3) Namespaces

☐ 4) Whitespaces

Question 2

0 / 1 point

Programmers use a computer program called a(n) ____ to translate their high-level language statements into machine code.

☐ 1) prompt

✗ ☐ 2) IDE

➡ ☐ 3) compiler

☐ 4) JIT

Question 3

0 / 1 point

The ____ method displays output on the screen and positions the cursor on the next line.

☐ 1) Write()


☐ 2) Println()


✗ ☐ 3) PrintLine()

➡ ☐ 4) WriteLine()

Question 4**0 / 1 point**

After you write and save a program you must ____ it into intermediate language.

 ☐ 1) interpret

 ☐ 2) compile


☐ 3) comment

☐ 4) reduce

Question 5**1 / 1 point**

A(n) ____ describes potential objects.

☐ 1) instance

 ☐ 2) class

☐ 3) attribute

☐ 4) state

Question 6**1 / 1 point**

A(n) ____ defines the circumstances under which the method can be accessed.

☐ 1) keyword

- ☐ 2) namespace
- ✓ ☒ 3) access modifier
- ☐ 4) whitespace

Question 7**1 / 1 point**

For convenience, the individual operations used in a computer program often are grouped into logical units called ____.

- ☐ 1) attributes
- ✓ ☒ 2) methods
- ☐ 3) classes
- ☐ 4) structures

Question 8**1 / 1 point**

In programming languages, a variable is referenced by using a one-word name (a(n) ____) with no em-bedded spaces.

- ☐ 1) behavior
- ☐ 2) bug
- ✓ ☒ 3) identifier

☐ 4) attribute

Question 9**1 / 1 point**

The ____ behind any program involves executing the various statements and procedures in the correct order to produce the desired results.

☐ 1) GUI

☐ 2) attributes

☐ 3) methods

☒ 4) logic

Question 10**1 / 1 point**

____ represent information that a method needs to perform its task.

☐ 1) Literal strings

☐ 2) Primitive data

☒ 3) Arguments

☐ 4) Complex data

Done

