

Quiz name: **Java Exam 1 Review**

Question with Most Correct Answers: **#11**

Question with Fewest Correct Answers: **#22**

Date: **10/20/2015**

Total Questions: **22**

1. Java files are compiled into which file type?

- 1/15** ☐ A .java
0/15 ☐ B .txt
0/15 ☐ C .cls
13/15 ☒ D .class

2. Every Java class must have a main method.

- 1/15** ☐ A True
14/15 ☒ B False

3. Which of the following are true of Java?

- 15/15** ☒ A Statements end in a semicolon.
14/15 ☒ B Code blocks are defined by a pair of curly braces {}.
14/15 ☒ C The assignment operator is one equals sign =.
0/15 ☐ D The equals operator uses three equals signs ===

Variables must be declared with a type and a name:

4. `int weight = 42;`

- 14/15** ☒ A True
1/15 ☐ B False

5. Which of the following are true?

- 0/15** ☐ A `System.out.print` and `System.out.println` do the same thing

- 0/15 ☐ B System.out.print inserts a new line.
- 14/15 ☒ C System.out.println inserts a new line.
- 14/15 ☒ D System.out.print keeps printing to the same line.
- 0/15 ☐ E None of these statements are true.
-

6. According to Chapter 2, things that an object "knows" about are called:
- 0/15 ☐ A Methods
Class Definitions
- 2/15 ☐ B
- 0/15 ☐ C Objects
- 13/15 ☒ D Instance variables
- 0/15 ☐ E Knowables
-

7. According to Chapter 2, things that an object can do are called:
- 15/15 ☒ A Methods
Class definition
- 0/15 ☐ B
- 0/15 ☐ C Objects
- 0/15 ☐ D Instance variables
- 0/15 ☐ E Doables
-

Assume the code snippet below is within a valid class and main method. Choose the answer that best describes the proper output.

8.

```
int x = 6;
if ( x <= 5 ) {
    System.out.println("x is " + x);
} else {
    System.out.println("x is big");
}
```

- 3/15 ☐ A 6 is big
- 10/15 ☒ B x is big
- 2/15 ☐ C x is 6
- 0/15 ☐ D 6 is 6
- 0/15 ☐ E None of the above
-

Assume the code snippet below is within a valid class and main method. Choose the answer that best describes the proper output.

9.

```
int x = 0;
while ( x <= 5 ) {
    if ( x > 3 ) {
        System.out.print (x);
    }
    x = x + 1;
}
```

- 2/15 ☐ A 4
- 0/15 ☐ B 01234
- 12/15 ☒ C 45
- 0/15 ☐ D 012
- 1/15 ☐ E None of the above
-

10. The proper way to compare two String values, myString1 and myString2, is:
- 0/15 ☐ A myString1 === myString2
 - 2/15 ☐ B myString1 == myString2
 - 13/15 ☒ C myString1.equals(myString2)
 - 0/15 ☐ D myString1.is(myString2)
 - 0/15 ☐ E None of the above
-

11. A program written in Java is run on a standardized hypothetical computer called an transformer.
- 0/15 ☐ A True
 - 15/15 ☒ B False
-

In this code snippet, what part is the object reference?

12. SuperHero speedy = new SuperHero();
- 2/15 ☐ A SuperHero
 - 12/15 ☒ B speedy
 - 1/15 ☐ C SuperHero()
 - 0/15 ☐ D new SuperHero()
 - 0/15 ☐ E None of the above
-

13. What are the two main types of variables in Java?
- 0/15 ☐ A doubles and primitives
 - 1/15 ☐ B int and String
 - 0/15 ☐ C doubles and floats
 - 1/15 ☐ D primitives and complex variables
 - 13/15 ☒ E primitives and object references
-

14. A class lives in the garbage collection heap.
- 3/15 ☐ A True
 - 12/15 ☒ B False
-

15. Which of the following is the assignment operator in Java?
- 0/15 ☐ A :
 - 0/15 ☐ B =>

0/15
15/15
0/15

- ☐ C ==
☒ D =
☐ E None of the above
-

Given the following instance variable, which is the correct method to access the variable?

16.

private int age;

0/15

☐ A public String getAge() {
}
private String getAge() {

0/15

☐ B return age;
}
public int getAge() {

14/15

☒ C return age;
}
public getAge() {

0/15

☐ D return age;
}
private int getAge() {

0/15

☐ E return age;
}

17.

Which of the following snippets is the proper way to call a method named bark that accepts 2 parameters, a String and an int? Assume that you have an object reference named doggie.

1/15

☐ A doggie.bark(String barkSound, int numberOfBarks);

2/15

☐ B doggie.bark(String "woof", int 5);

2/15

☐ C doggie.bark(15, "woof");

0/15

☐ D doggie.bark(String, int);

9/15

☒ E doggie.bark("woof", 4);

18. Which of the following are true?

- 0/15 ☐ A Instance variables are declared in methods
- 12/15 ☒ B Instance variables get a default value
- 2/15 ☐ C Local variables get a default value
- 13/15 ☒ D Local variables must be initialized before use
-

Which of the following is the proper way to determine the size of a dogs array that has been define like this:

19. `Dog[] dogs = new Dog[7];`

- 0/15 ☐ A `dogs.setSize.length()`
- 0/15 ☐ B `dogs.size`
- 0/15 ☐ C `dogs.getCount()`
- 14/15 ☒ D `dogs.length`
-

20. Which of the following is the proper way to create an array of 3 Book objects?

- 13/15 ☒ A `Book[] books = new Book[3];`
`books[0] = new Book();`
`books[1] = new Book();`
`books[2] = new Book();`
- 1/15 ☐ B `Book[] books = new Book(3);`
`books(0) = new Book();`
`books(1) = new Book();`
`books(2) = new Book();`
- 0/15 ☐ C `Book[] books = new Book[3];`
`books[1]= new Book();`
`books[2] = new Book();`
`books[3] = new Book();`
- 0/15 ☐ D `BookArray books = new BookArray{new Book, new Book, new Book};`
-

21. Which of the following are true about encapsulation?

- 0/15 ☐ A Getters and setters are marked private.
- 8/15 ☒ B Encapsulation is also known as data hiding.
- 14/15 ☒ C Getters and setters provide access to instance variables.
- 0/15 ☐ D Only occurs in procedural programming languages.
- 12/15 ☒ E Instance variables are marked private.
-

Which of the following will produce a result of 3.5?

22.

```
int x = 14;
```

```
int y = 4;
```

13/15

☒ A

double z = (double) x / y;

1/15

☐ B

double z = x / y;

6/15

☒ C

double z = x / (double) y;

1/15

☐ D

int z = (double) x / y;

0/15

☐ E

None of the above