socrative
by Mastery**Connect**

Quiz name: Java 111 Chapter 6 (from version 1)

Question with Most Correct Answers: #9

Question with Fewest Correct Answers: #8

Date: 11/03/2015

Total Questions: 10

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1. When instantiating an ArrayList, a size must be provided.

1/12   (A)   True

10/12   (B)   False

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2. What is the proper way to create an ArrayList that will hold Egg objects?

0/12   (A)   ArrayList myEggList = new Eggs();

0/12   (B)   ArrayList myEggList = new Array();

11/12   (C)   ArrayList<Egg> myEggList = new ArrayList<Egg>();

0/12   (D)   ArrayList myEggList = new Egg();

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3. What is the proper way to add an Egg object to an ArrayList of Eggs called myEggList? Assume I have created an Egg object like this: Egg myEgg = new Egg();

0/12   (A)   myEggList.egg = newEgg();

0/12   (B)   myEggList[0] = new Egg();

11/12   (C)   myEggList.add(myEgg);

0/12   (D)   myEggList[1].add(myEgg);

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4. What is the proper way to find out how many eggs are in an ArrayList named myEggList?

0/12   (A)   int eggQuantity = myEggList.length;

0/12   (B)   int eggQuantity = myEggList.size;

0/12   (C)   int eggQuantity = myEggList.eggCount;

10/12   (D)   int eggQuantity = myEggList.size();

0/12   (E)   int eggQuantity = myEggList.count();

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5. What is the proper way to determine if the ArrayList named myEggList contains myPinkEgg?

10/12   (A)   boolean isPinkyInList = myEggList.contains(myPinkEgg);

0/12   (B)   String isPinkyInList = myEggList.contains(myPinkEgg);

0/12   (C)   boolean isPinkyInList = myEggList.(0) == myPinkEgg;

1/12   (D)   myEggList.equals myPinkEgg;

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6. What is the proper way to check if the ArrayList named myEggList is empty?

0/12	(A)	int idx = myEggList.indexOf(myEgg);
11/12	(B)	boolean hasEggs = myEggList.isEmpty();
0/12	(C)	boolean hasEggs = myEggList.contains(new Egg());
0/12	(D)	boolean hasEggs = myEggList.length > 0;

7. Write the code to remove myPinkEgg from the ArrayList named myEggList.

Anon 0f371

```
myEgglist.remove(myPinkEgg);
```

Anon 95f45

```
myEggList.remove(myPinkEgg);
```

Anon ea75f

```
myEggList.remove(myPinkEgg);
```

Anon a63c7

```
myEggList.rmeove(myPinkEgg);
```

Anon 907be

really not sure. :/

Anon 2ef9f

```
myEggList.remove(myPinkEgg);
```

Anon 01376

```
myEggList.remove(myPinkEgg);
```

Anon 45ee6

```
myEggList.remove(myPinkEgg);
```

Anon eb0bc

```
myEggList.remove(myPinkEgg);
```

Anon 27689

```
myEggList.remove(myPinkEgg);
```

Anon cf683

```
myEggList.remove(myPinkEgg)
```

Anon 78835

```
myEggList.remove(myPinkEgg);
```

8. Write the code to retrieve the second item in the ArrayList named myStrings and store it in a String variable called theString.

Anon 0f371

```
String theString = myStrings[1];
```

Anon 95f45

```
String theString = myStrings.get(1);
```

Anon ea75f

```
String theString = myStrings.indexOf(1);
```

Anon a63c7

```
myStrings.get(1);
```

Anon 2ef9f

String theString = myStrings[2];

Anon 01376

String theString = myStrings.indexOf(1);

Anon 45ee6

String theString = myStrings.get(2)

Anon eb0bc

String theString = myStrings[1];

Anon 27689

String theString = myStrings.get(1);

Anon cf683

String theString = myStrings.index(2);

Anon 78835

not sure :(

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9. An import statement saves you from having to type out the full name of classes.

12/12   (A)   True
0/12   (B)   False

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10. Import statements will make your classes bigger because they actually compile the imported class or package into your code.

4/12   (A)   True
8/12   (B)   False