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Quiz name: Java 111 Final Exam Review (from version 1) **Date:** 05/04/2015

Question with Most Correct Answers: #30 **Total Questions:** 30

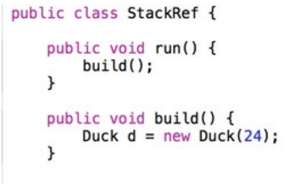
Question with Fewest Correct Answers: #10

1. Instance variables are variables declared inside a method or method parameter.

1/17	A	True
0/17	B	True only in an interface
0/17	C	True only in an abstract class
12/17	[✓ D]	False

2. In the code example below, which is the object reference variable?

0/17	A	Duck()
0/17	B	24
13/17	[✓ C]	d
0/17	D	new Duck()
2/17	E	Duck



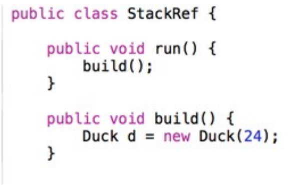
```
public class StackRef {

    public void run() {
        build();
    }

    public void build() {
        Duck d = new Duck(24);
    }
```

3. In the code example below, where will the Duck object live?

12/17	[✓ A]	Heap
4/17	B	Stack
0/17	C	Frame



```
public class StackRef {

    public void run() {
        build();
    }

    public void build() {
        Duck d = new Duck(24);
    }
```

4. The currently executing method is the one on the bottom of the stack.

0/17	A	True
16/17	[✓ B]	False

5. When is an object eligible for garbage collection?

0/17	A	1. When the reference is assigned to another object
0/17	B	2. When the reference is set to null
0/17	C	3. As soon as it is instantiated
1/17	D	4. When the reference goes out of scope (it is no longer pointing to the object)
15/17	[✓ E]	1, 2 and 4 are correct

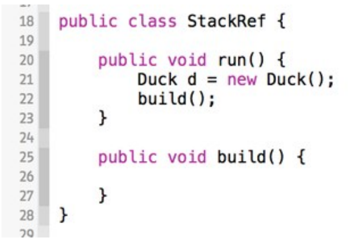
6. In the code example below, how long will "d" live on the stack?

15/17 [✓ A] Until run() pops off the stack

0/17 B Until build() is added to the top of the stack

1/17 C Until build() pops off the stack

0/17 D Until d is garbage collected



```
public class StackRef {

    public void run() {
        Duck d = new Duck();
        build();
    }

    public void build() {

    }
}
```

7. Which of the following is NOT true?

2/17 A A constructor is the code that runs when somebody says "new" on a class type, like this: Duck d = new Duck();

1/17 B A constructor must have the same name as the class and no return type

12/17 [✓ C] If you add a 2-argument constructor to a class, the compiler will create a default constructor

1/17 D The default constructor created by the compiler has no arguments.

8. Constructors cannot be overloaded.

0/17 A True

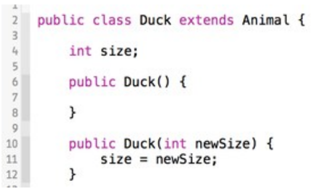
16/17 [✓ B] False

9. A constructor on an object's parent must run when you make a new object.

12/17 [✓ A] True

4/17 B False

10. Type the code that should appear on line 7 to call the Duck's single arg constructor with a parameter of 14.



```
 2  public class Duck extends Animal {
 3
 4      int size;
 5
 6      public Duck() {
 7
 8      }
 9
10      public Duck(int newSize) {
11          size = newSize;
12      }
```

Anon ca222

this.Duck(14);

Anon d6559

this();

Anon 2b337

this(14)

Anon 8c6bd

this(14);

Anon 9a75b

this.size

Anon d6236

this(14);

Anon 579f2

this.size = 14;

Anon 05e98

Duck(14)

Anon 9c975

this(14);

Anon 1bffc

size = 14

Anon 221e3

this.Duck(14)

Anon 580e4

Duck(14);

Anon 1ab3d

Duck d = new Duck(17);

Anon 63d98

this(14);

Anon 432a7

Duck(14)

---

11. A constructor can have a call to super() OR this(), but NEVER both.

7/17 [✓ A] True

8/17 B False

---

12. A class must be put into a directory structure that matches the package hierarchy.

15/17 [✓ A] True

0/17 B False

---

13. Which of the following are valid javadoc comments?

0/17 A // @author sstarcoder

0/17 B //* @author sstarcoder *//

13/17 [✓ C] /** @author sstarcoder */

0/17 D !-- @author sstarcoder--/

---

14. The keyword "static" lets a method run without any instance of the class.

14/17 [✓ A] True

1/17 B False

---

15. A static method cannot be dependent on any instance variable.

14/17 [✓ A] True

1/17 B False

16. Static final variables are also known as:

0/17 A Constructor args
0/17 B Primitives
0/17 C Booleans
14/17 [✓ D] Constants
0/17 E None of the above

17. Which of the following is NOT true?

0/17 A The naming convention for constants is to make the name all uppercase.
1/17 B A final class cannot be extended (subclassed).
1/17 C A static method can access a static variable.
10/17 [✓ D] A final method can be overridden.
2/17 E None of the above

18. An abstract class can only have abstract methods.

3/17 A True
12/17 [✓ B] False

19. Marking a class with the "abstract" keyword prevents a developer from instantiating that class.

13/17 [✓ A] True
1/17 B False

20. Which of the following is NOT true?

12/17 [✓ A] An interface must be created using the keyword "abstract".
0/17 B An interface defines only abstract methods.
1/17 C A class can implement multiple interfaces.
1/17 D All interface methods are implicitly public.
1/17 E None of the above.

21. If you override a superclass method in a subclass, you cannot invoke (call) the superclass method.

1/17 A True
14/17 [✓ B] False

22. An abstract method has no body and ends with a semi-colon.

14/17 [✓ A] True
1/17 B False

23. Given the following: SuperStarCoder rockstar = new JavaRockStar(); what is the object reference type?

2/17 A JavaRockStar
1/17 B rockstar
12/17 [✓ C] SuperStarCoder
0/17 D new
0/17 E None of the above

24. Given the following: SuperStarCoder rockstar = new JavaRockStar(); what is the actual object type?

12/17 [✓ A] JavaRockStar
0/17 B rockstar
1/17 C SuperStarCoder
0/17 D new
0/17 E None of the above

25. What is the proper way to create an interface called Payable?

0/17 A public abstract interface class Payable {}
0/17 B public abstract Payable {}
0/17 C public abstract interface class Payable extends Payable {}
15/17 [✓ D] public interface Payable {}
0/17 E None of the above

26. Which of the following is NOT true?

0/17 A You can write a new instance method in the subclass that has the same signature as the one in the superclass, thus overriding it.
1/17 B You can declare new methods in the subclass that are not in the superclass.
1/17 C You can declare new fields in the subclass that are not in the superclass.
5/17 D A subclass cannot extend multiple superclasses.
7/17 [✓ E] A subclass inherits the private instance variables and private methods of its superclass.

27. A superclass called Fruit contains a method called display() that outputs a message to the terminal. Which code segment IN THE SUBCLASS Apple will successfully call that method?

13/17 [✓ A] super.display();
1/17 B Fruit.display();

0/17 C display(Fruit);

0/17 D Apple.display;

0/17 E this.display();

28. Which of the following is NOT true:

1/17 A The arguments and return types of an overriding method must look to the outside world exactly like the overridden method in the superclass.

1/17 B Overloaded methods have the same name, but different argument lists.

2/17 C Overloaded methods can have different return types as long as the arguments lists are different.

7/17 [✓ D] When overriding a public method, you can declare the method as private.

5/17 E All of the above are true.

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

13/17 [✓ A] True

2/17 B False

30. What is the proper way to add a Kumquat object to an ArrayList of Kumquats called myKumquatList? Assume I have created a Kumquat object like this: Kumquat myKumquat = new Kumquat();

0/17 A myKumquatList.kumquat = myKumquat;

0/17 B myKumquatList[0] = myKumquat;

16/17 [✓ C] myKumquatList.add(myKumquat);

0/17 D myKumquatList[1].add(myKumquat)