

Java Week 3

Total Questions: 21

Most Correct Answers: #18

Least Correct Answers: #5

1. When submitting Project 2 for grading, which directory should you zip(compress)?

- 2/12 ☐ A project2
- 0/12 ☐ B java111
- 0/12 ☐ C src
- 10/12 ☒ D projects
- 0/12 ☐ E none of the above

2. Java files are compiled into which file type?

- 1/12 ☐ A .java
- 0/12 ☐ B .txt
- 0/12 ☐ C .cls
- 10/12 ☒ D .class

3. In Chapter 2, A Trip to Objectville, who won the chair in the programming challenge?

- 3/12 ☐ A Larry, the procedural programmer.
- 4/12 ☒ B Amy from the second floor.
- 1/12 ☐ C Brad, the OO guy.
- 1/12 ☐ D The really annoying project manager.
- 1/12 ☐ E We were supposed to read Chapter 2? Oops...

4. According to Chapter 2, the things and object can do are called:

Anon anon348465e0d0e74cc5

✓ Methods

Anon anon75cc87ca8d5f4200

✓ methods

Anon anon7ef329d582ff4739

✓ methods

Anon anona84ac4c7bcf1471e

✓ methods

Anon anonb84a812e24584bb6

✓ Methods

Anon anonbf5cf8134c48430e

✓ Methods

Anon anond573944369974e70

✗ Method

Anon anondd9a74759d984580

✗ method

5. According to Chapter 2, the things that an object "knows" about are called:

Anon anon348465e0d0e74cc5

✗ Variables

Anon anon3b450d24d462432e

✗ function

Anon anon75cc87ca8d5f4200

✗ its attributes / instance variables

Anon anon7ef329d582ff4739

✗ classes

Anon anon9dae6a1d574544f9

✗ Processes

Anon anon84ac4c7bcf1471e

✗ class

Anon anonb84a812e24584bb6

✓ instance variables

Anon anonbf5cf8134c48430e

✗ something

Anon anon573944369974e70

✓ Instance Variables

Anon anondd9a74759d984580

✗ a

6. According to Chapter 2, if a class is like a recipe, objects are like....

Anon anon348465e0d0e74cc5

✗ Ingredients

Anon anon3b450d24d462432e

✗ ingredients

Anon anon75cc87ca8d5f4200

✗ chocolate chip cookies!

Anon anon7ef329d582ff4739

✗ Ingredients

Anon anon9dae6a1d574544f9

✓ Cookies

Anon anon84ac4c7bcf1471e

✗ ingredients

Anon anonb84a812e24584bb6

✓ cookies

Anon anonbf5cf8134c48430e

✗ food

Anon anon573944369974e70

✗ Ingredients

Anon anondd9a74759d984580

✗ ingredients

7. Which of the following are true?

0/12 ☐ A System.out.print and System.out.println do the same thing.

0/12 ☐ B System.out.print inserts a new line.

11/12 ☒ C System.out.println inserts a new line.

9/12 ☒ D System.out.print keeps printing to the same line.

1/12 ☐ E System.out.println keeps printing to the same line.

8. This is the proper way to define and assign a double:
`double myDouble = 5.9f;`

0/12 ☐ A True

11/12 ☒ B False

9. This is the proper way to define and assign a char:
`char myChar = "y";`

6/12 ☐ A True

4/12 ☒ B False

10. A program written in Java is run on a standardized hypothetical computer called _____.

0/12 ☐ A a transformer

1/12 ☐ B object referencer

3/12 ☐ C a compiler

6/12 ☒ D the java virtual machine

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

```
SuperHero speedy = new SuperHero();
```

2/12 ☐ A SuperHero

6/12 ☒ B speedy

1/12 ☐ C new SuperHero()

1/12 ☐ D SuperHero()

12. What are the two main types of variables in Java?

2/12 ☐ A int and String

0/12 ☐ B Strings and primitives

0/12 ☐ C doubles and floats

8/12 ☒ D primitives and object references

0/12 ☐ E Primitives and complex variables

13. A class lives in the garbage collection heap.

3/12 ☐ A True

7/12 ☒ B False

14. When does garbage collection happen?

0/12 ☐ A When gc.CollectGarbage() is called.

3/12 ☐ B Every 5 ms.

0/12 ☐ C Every day at 12:01 a.m.

7/12 ☒ D We don't know and we don't care.

15. Which of the following will compile?

0/12 ☐ A int double = 1;

0/12 ☐ B int myInt = 34.5;

10/12 ☒ C int myInt = 15;

0/12 ☐ D int void = 0;

16. Which of the following is not a primitive type?

0/12 ☐ A int

4/12 ☐ B byte

4/12 ☐ C float

3/12 ☒ D String

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

```
Book a = new Book();  
Book b = new Book();  
a.title = "Blue";  
b.title = "Red";  
b = null;  
System.out.println(b.title);
```

- 0/12 ☐ A Blue
- 4/12 ☐ B Red
- 0/12 ☐ C a.title
- 0/12 ☐ D b.title
- 6/12 ☒ E Null Pointer Exception

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

```
Book a = new Book();  
Book b = new Book();  
a.title = "Blue";  
b.title = "Red";  
b = null;  
System.out.println(a.title);
```

- 0/12 ☐ A Null Pointer Exception
- 11/12 ☒ B Blue
- 0/12 ☐ C Red
- 0/12 ☐ D title
- 0/12 ☐ E a.title

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

```
Book a = new Book();  
Book b = new Book();  
a.title = "Blue";  
b.title = "Red";  
b = a;  
System.out.println(b.title);
```

0/12 ☐ A Null Pointer Exception

10/12 ☒ B Blue

0/12 ☐ C Red

1/12 ☐ D a.title

0/12 ☐ E b.title

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

```
Book a = new Book();  
Book b = new Book();  
a.title = "Blue";  
b.title = "Red";  
b = a;  
a = null;  
System.out.println(b.title);
```

5/12 ☐ A Null Pointer Exception

4/12 ☒ B Blue

0/12 ☐ C Red

0/12 ☐ D a.title

2/12 ☐ E null

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

```
Book a = new Book();  
Book b = new Book();  
a.title = "Blue";  
b.title = "Red";  
b = a;  
b.title = "Green";  
System.out.println(a.title);
```

1/12 ☐ A Null Pointer Exception

6/12 ☐ B Blue

0/12 ☐ C float

3/12 ☒ D Green