Socrative by Mastery**Connect**

Java 111 Chapter 10 (from version 1)

Total Questions: 9

Most Correct Answers: **#7**

Least Correct Answers: **#5**

1. **They keyword "static" lets a method run without any instance of the class.**

8/15　(A)　True

5/15　(B)　False

2. **A static method is not dependent on any instance variable.**

7/15　(A)　True

3/15　(B)　True, only if the method is really a constructor

4/15　(C)　False

3. **If a class has a static method, that class should never be instantiated.**

3/15　(A)　True

10/15　(B)　False

4. **Static methods CAN use instance variables, it's just not a good idea.**

4/15　(A)　True

9/15　(B)　False

5. **Which of the following are true?**

7/15　(A)　Static methods can't use non-static methods.

5/15　(B)　If a class has a static variable, all instances of that class share a single copy of the static variable.

8/15　(C)　All static variables in a class are initialized after any object of that class is created.

10/15　(D)　The keyword "final" means "the value can't be changed"

7/15　(E)　The keyword "final" can be used with variables, classes and methods.

6. **To use the Math class, the first step is to make an instance of it.**

3/15　(A)　True

10/15　(B)　False

7. **Static final variables are also known as:**

0/15　(A)　Booleans

0/15　(B)　Primitives

0/15　(C)　Illegal vars

12/15　(D)　Constants

8. **Which of the following are true?**

12/15 (A) The naming convention for constants (final static variables) is to make the name all uppercase.

6/15 (B) A static method can access a static variable.

10/15 (C) A final class cannot be extended (subclassed).

10/15 (D) Static methods are often utility methods.

2/15 (E) A final method can be overridden.

9. **What is the output of the following: String.format("I have %,.2f bugs to fix." 476578.09876);**

1/15 (A) I have 476578.10 bugs to fix.

1/15 (B) I have 476578.09876 bugs to fix.

1/15 (C) I have %,.2f bugs to fix.

6/15 (D) I have 476,578.10 bugs to fix.

4/15 (E) I have 476,578.09 bugs to fix.