

## Java 111 Chapter 6 (from version 1)

Total Questions: 10

Most Correct Answers: #1

Least Correct Answers: #8

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

0/14 ☐ A True

13/14 ☒ B False

2. Write the code to instantiate an ArrayList called "cats" that will hold Cat objects.

Anon anon039dee40e6d147bc

✗ ArrayList<CAT> cats;

Anon anon1481ee820dd7416f

✗ ArrayList[] cats = new ArrayList[]

Anon anon23126e5630214ce6

✓ ArrayList<Cat> cats = new ArrayList<Cat>();

Anon anon2b3415ed093f4e04

✗ ArrayList<cats> catArray = new ArrayList<cats>();

Anon anon4b3533f63c9b491a

✗ ArrayList[] array = new ArrayList[]

Anon anon7f40ce9c24a74501

✗ ArrayList<Cat> cats = new ArrayList<Cat>;

Anon anon9babb2a103a242e7

✗ Cat cats<Cat> = new Cat();

Anon anon4f0f707db894b6a

✗ ArrayList[] cats = new ArrayList[];

Anon anonaaac15844a62d422b

✗ Cat[] cats = new Cat[]

Anon anoncf89e329aeed4c6d

✓ ArrayList<Cat> cats = new ArrayList<Cat>();

Anon anonf40eba3f06bf44d2

✓ ArrayList<Cat> cats = new ArrayList<Cat>();

Anon anonf6a13cf59a99471a

✗ ArrayList<String> cats = new ArrayList<String>();

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();

- 0/14 ☐ A myEggList.egg = newEgg();
- 1/14 ☐ B myEggList[0] = new Egg();
- 11/14 ☒ C myEggList.add(myEgg);
- 1/14 ☐ D myEggList[1].add(myEgg);

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

- 1/14 ☐ A int eggQuantity = myEggList.length;
- 2/14 ☐ B int eggQuantity = myEggList.size;
- 0/14 ☐ C int eggQuantity = myEggList.eggCount;
- 10/14 ☒ D int eggQuantity = myEggList.size();
- 0/14 ☐ E int eggQuantity = myEggList.count();

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

- 9/14 ☒ A boolean isPinkyInList = myEggList.contains(myPinkEgg);
- 1/14 ☐ B String isPinkyInList = myEggList.contains(myPinkEgg);
- 0/14 ☐ C boolean isPinkyInList = myEggList.(0) == myPinkEgg;
- 3/14 ☐ D myEggList.equals myPinkEgg;

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

- 1/14 ☐ A int idx = myEggList.indexOf(myEgg);
- 10/14 ☒ B boolean hasEggs = myEggList.isEmpty();
- 1/14 ☐ C boolean hasEggs = myEggList.contains(new Egg());
- 0/14 ☐ D boolean hasEggs = myEggList.length > 0;

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

Anon anon039dee40e6d147bc

✗ myEgList.remove(myPinkEgg);

Anon anon08a8f29085114dc3

✗ myEgglis.remove();

Anon anon1481ee820dd7416f

✗ myEggList.remove("myPinkEgg");

Anon anon23126e5630214ce6

✗ myEgglis.remove("myPinkEgg");

Anon anon2b3415ed093f4e04

✓ myEggList.remove(myPinkEgg);

Anon anon4b3533f63c9b491a

✗ myEggList.remove(myPinkEgg)

Anon anon660b8223c68b4832

✓ myEgglist.remove(myPinkEgg);

Anon anon7f40ce9c24a74501

✓ myEggList.remove(myPinkEgg);

Anon anon9babb2a103a242e7

✓ myEggList.remove(myPinkEgg);

Anon anona4f0f707db894b6a

✗ myPinkEgg.myEggList = null;

Anon anonaac15844a62d422b

✓ myEggList.remove(myPinkEgg);

Anon anoncf89e329aeed4c6d

✓ myEggList.remove(myPinkEgg);

Anon anonf40eba3f06bf44d2

✓ myEgglist.remove(myPinkEgg);

Anon anonf6a13cf59a99471a

✓ 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 anon039dee40e6d147bc

✗ String theString = myStrings(2);

Anon anon1481ee820dd7416f

✗ String theString = myStrings[1]

Anon anon23126e5630214ce6

✗ String theString = myStrings[1];

Anon anon2b3415ed093f4e04

✗ String theString = myStrings[1].get(noidea);

Anon anon660b8223c68b4832

✗ String theString = myStrings.get(myStrings<2>);

Anon anon7f40ce9c24a74501

✗ theString = myStrings.get(1)

Anon anon9babb2a103a242e7

✗ theString = myStrings.count(2);

Anon anona4f0f707db894b6a

✗ theString = myStrings.size(2);

Anon anonaac15844a62d422b

✗ String theString = myString.retrieve(1);

Anon anoncf89e329aeed4c6d

✗ String theString = myStrings.get(2);

Anon anonf40eba3f06bf44d2

✗ theString = myStrings.indexOf(2)

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

7/14 ☒ A True

7/14 ☐ B False

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

8/14 ☐ A True

6/14 ☒ B False