Total Questions: 13



Java 111 Chapter 7 (from version 1)

Most Correct Answers: **#10**Least Correct Answers: **#12**

- 1. A subclass inherits all the fields and methods from its superclass.
- **1/1** A True
- 0/1 B False
- 2. Which of the following are true?
- 1/1 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.
- 1/1 B You can declare new methods in the subclass that are not in the superclass.
- You can declare new fields in the subclass that are not in the superclass.
- **0/1** D None of the above.
- 3. The 'IS-A' test can be used to determine whether an item:
- 1/1 A is a subclass
- 0/1 (B) should be a method
- 0/1 (c) is an attribute
- 0/1 (D) should be overridden
- 4. Considering the code, which of the following is true? public class Cat extends Animal { . . . }
- 0/1 (A) Cat 'has-a' Animal
- 1/1 B Cat 'is-a' Animal
- 0/1 (C) Animal 'is-a' Cat
- **0/1** (D) Cat 'has-a' Cat
- 5. A kumquat is:
- 0/1 (A) An orange
- **0/1** (B) A Grape
- **0/1** (c) Both
- 1/1 D Citrus

6.	A subclass can use the "extends" keyword to extend multiple superclasses.		
0/1	A True		
1/1	B False		
 A superclass called Fruit contains a method called display() that outputs a message to the terminal. Apple is a subclass of Fruit. Which code segment IN THE SUBCLASS Apple will successfully call that method? 			
1/1	A super.display();		
0/1	B Fruit.display();		
0/1	C display(Fruit);		
0/1	D Apple.display();		
8.	Which of the following are true with regard to inheritance?		
0/1	A subclass must have methods or instance variables in its source code		
1/1	B A subclass is can be a superclass to another class		
1/1	C A subclass is able to override methods of a superclass		
1/1	A subclass inherits instance variables and methods from a superclass		
9. A superclass with a method that has the same header as a subclass will override the subclass' method.			
0/1			
	B False		
1/1	False		
10. You have two classes shown below. If you run a test drive and create a Surgeon object and call the treatPatient method, what will the output be?			
0/1	A Pop some pills	public class Doctor { boolean worksAtMespital;	
0/1	B Pop some pills I'm going to put you under and perform surgery	<pre>void treatPatient() { System.out.println("Pop some pills"); } public class Surgeon extends Dector { void treatPatient() {</pre>	
1/1	I'm going to put you under and perform surgery	System.out.println("I'm going to put you under and perform surgery"); void makeIncision() { System.out.println("Snip, Snip"); }	
0/1	D I'm going to put you under and perform surgery Snip, Snip		

11. Method "overloading" is when:

- 1/1 A Two or more methods have the same name, and the same number and type of parameters, but different return types
- 0/1 B Two or more methods have the same name but different numbers or types of parameters
- 0/1 (c) A method can take any number of arguments of the same type
- 0/1 (D) A method calls the method of the same name of its superclass

12. Assuming the upper code is part of a Thing class and the lower code has an instance of the class called thing, what will the result be?

- **0/1** A Twice thing's value is: 40
- 1/1 (B) Twice thing's value is: 2020
- **0/1** (c) The code will not run
- 0/1 D The code will not compile



13. Write the method header for a method named "playRecord" that accepts three parameters: an int for the track number, an int for the speed (rpms), and a String for the track title. The method will not return anything.

Anon anon77ec175b65ca4c19

public void playRecord(int trackNumber, int speed, String trackTitle) {}