Java Week 6

Total Questions: 12

1. **According to the course coding standards, which of the following are true?**

2/3 A No abbreviations are allowed in the names of classes, variables or methods.

3/3 B All class names must start with an uppercase letter.

1/3 C All method names must start with an uppercase letter.

2/3 D All non-constant variable names must start with a lowercase letter.

2. **According to the course coding standards, which of the following are true?**

3/3 A All variables must be declared on their own line.

3/3 B All local variables must be declared at the top of a method.

0/3 C Local variables should not be initialized when they are declared.

3/3 D Comments are required before all class statements and methods.

3. **According to the course coding standards, which of the following are true?**

0/3 A All local variables must be declared private.

3/3 B All instance variables that need to be used outside of a class need accessor methods (getters and setters).

1/3 C All method names should start with a verb.

3/3 D Local variables should be initialized when they are declared.

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

3/3 A Instance variables get a default value.

3/3 B Local variables are declared in methods.

0/3 C Local variables get a default value.

3/3 D Local variables must be initialized before use.

5. Which of the following is the proper way to determine the size of a dogs array that has been define like this:
Dog[] dogs = new Dog[10];

3/3 (A) dogs.length

0/3 (B) dogs.size

0/3 (C) dogs.getCount

0/3 (D) dogs.setSize().length

6. Which of the following is the proper way to create an array of 3 Book objects?

2/3 (A) Book[] books = new Book[3];
books[0] = new Book();
books[1] = new Book();
books[2] = new Book();

0/3 (B) Book[] books = new Book(3);
books(0) = new Book();
books(1) = new Book();
books(2) = new Book();

1/3 (C) Book[] books = new Book[3];
books[1]= new Book();
books[2] = new Book();
books[3] = new Book();

7. Which of the following are true of encapsulation?

0/3 (A) Getters and setters are marked private.

3/3 (B) Instance variables are marked private.

3/3 (C) Getters and setters provide access to the instance variables.

3/3 (D) Encapsulation provides a way to protect your data.

8. Which of the following will produce a result of 3?

```
int x = 14;
int y = 4;
```

0/3 (A) double z = x / y;

2/3 **(B)** int z = x / y;

0/3 (C) double z = (double) x / y;

1/3 (D) double z = (double) (x / y);

9. Which of the following will produce a result of 3.5?

```
int x = 14;
int y = 4;
```

3/3 **(A)** double z = (double) x / y;

0/3 (B) int z = x / y;

0/3 (C) double z = x / y;

10. Given the following, write the getter for the instance variable below.

public class Contact {
private int age;
}

Anon anon569583b324fa4277

```
public int getAge() {
return age;
}
```
✗

Anon anon651b63a5082043eb

```
public int getAge() {
return age;

}
```
✗

Anon anonaab2447cf87844b0

```
public int getAge() {
return age;
}
```
✗

11. Given the following, write the setter for the instance variable below.

public class Contact {
private int age;
}

Anon anon569583b324fa4277

✗ public void setAge(int newAge){age = newAge;}

Anon anon651b63a5082043eb

```
        public void setAge(int myAge) {
        age = myAge;
```

✗ }

Anon anonaab2447cf87844b0

```
        public void setAge(int myAge) {
        age = myAge;
```

✗ }

12.   Given the following, write the code to set color on the Flower object to "yellow".

public class Flower {
private String color;

public void setColor(String newColor) {

color = newColor;

}
}

... assume this code is in a valid class and method...

Flower myFlower = new Flower();

// what code goes here to set myFlower's color to yellow?

Anon anon569583b324fa4277

✓ myFlower.setColor("yellow");

Anon anon651b63a5082043eb

✗ myFlower.setColor("Yello");

Anon anonaab2447cf87844b0

✓ myFlower.setColor("yellow");