MADJAVA

socrative
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Java 111 Chapter 6 (from version 1)

Total Questions: 10

Most Correct Answers: **#9**

Least Correct Answers: **#2**

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

0/2 (A) True

2/2 (B) False

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

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✗ fdsa

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✗ ArrayList<Cat> myList = new ArryList<Cat>();

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();**

0/2 (A) myEggList.egg = newEgg();

0/2 (B) myEggList[0] = new Egg();

2/2 (C) myEggList.add(myEgg);

0/2 (D) myEggList[1].add(myEgg);

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

1/2 (A) int eggQuantity = myEggList.length;

0/2 (B) int eggQuantity = myEggList.size;

0/2 (C) int eggQuantity = myEggList.eggCount;

1/2 (D) int eggQuantity = myEggList.size();

0/2 (E) int eggQuantity = myEggList.count();

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

2/2 (A) boolean isPinkyInList = myEggList.contains(myPinkEgg);

0/2 (B) String isPinkyInList = myEggList.contains(myPinkEgg);

0/2 (C) boolean isPinkyInList = myEggList.(0) == myPinkEgg;

0/2 (D) myEggList.equals myPinkEgg;

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

0/2 (A) int idx = myEggList.indexOf(myEgg);

2/2 (B) boolean hasEggs = myEggList.isEmpty();

0/2 (C) boolean hasEggs = myEggList.contains(new Egg());

0/2 (D) boolean hasEggs = myEggList.length > 0;

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

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✔ myegglist.remove(mypinkegg);

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✔ 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.**

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✘ String myString = myStrings(theString);

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✘ theString = myStrings(2);

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

2/2 (A) True

0/2 (B) False

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

1/2 (A) True

1/2 (B) False