socrative

Java 111 Chapter 10 (from version 1)

11 Questions

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

1/1 A True

0/1 B False

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

1/1 A True

0/1 B True, only if the method is really a constructor

0/1 C False

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

1/1 A True

0/1 B False

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

1/1 A True

0/1 B False

5. Which of the following are true?

1/1 A Static methods can't use non-static methods.

1/1 B If a class has a static variable, all instances of that class share a single copy of the static variable.

0/1 C All static variables in a class are initialized after any object of that class is created.

1/1 D The keyword "final" means "the value can't be changed"

1/1 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.

0/1 A True

1/1 B False

7. Static final variables are also known as:

0/1 A Booleans

0/1 B Primitives

0/1 C Illegal vars

1/1 D Constants

8. Which of the following are true?

1/1 A The naming convention for constants (final static variables) is to make the name all uppercase.

1/1 B A static method can access a static variable.

1/1 C A final class cannot be extended (subclassed).

1/1 D Static methods are often utility methods.

0/1 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);

0/1 A I have 476578.10 bugs to fix.

0/1 B I have 476578.09876 bugs to fix.

0/1 C I have %,.2f bugs to fix.

1/1 D I have 476,578.10 bugs to fix.

0/1 E I have 476,578.09 bugs to fix.

10. What is a method signature?

0/1 A A method signature is part of the method declaration. It's the combination of the method name and the parameter list.

0/1 B A method signature is the compiled bytecode of a method.

1/1 C A method signature comprises the access modifiers, return type, method name, and parameters.

0/1 D A method signature is what is left behind on the stack after the method runs.

11. What is a method header?

0/1 A A method header is part of the method declaration. It's the combination of the method name and the parameter list.

0/1 B A method header is the java doc placed before the method.

1/1 C A method header comprises the access modifiers, return type, method name, and parameters.

0/1 D A method header is what is left behind on the stack after the method runs.