socrative

# Java 111 Chapter 6 (from version 1)

10 Questions

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

0/5 **A** True

5/5 **B** False

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

✓ **Anon anon40888263f9324f6f**

2/4 ArrayList<Cat> cats = new ArrayList<Cat>();

✗

1/4 ArrayList cats = new ArrayList<Cat>;

✗ **Anon anonc6522e6741be47b5**

1/4 ArrayList<Cats> cats = new<Cats>();

**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();

0/4 **A** myEggList.egg = newEgg();

0/4 **B** myEggList[0] = new Egg();

4/4 **C** myEggList.add(myEgg);

0/4 **D** myEggList[1].add(myEgg);

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

1/4 **A** int eggQuantity = myEggList.length;

0/4 **B** int eggQuantity = myEggList.size;

0/4 **C** int eggQuantity = myEggList.eggCount;

3/4 **D** int eggQuantity = myEggList.size();

0/4 **E** int eggQuantity = myEggList.count();

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

4/4 **A** boolean isPinkyInList = myEggList.contains(myPinkEgg);

0/4 **B** String isPinkyInList = myEggList.contains(myPinkEgg);

0/4 **C** boolean isPinkyInList = myEggList.(0) == myPinkEgg;

0/4 **D** myEggList.equals myPinkEgg;

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

0/4 **A** int idx = myEggList.indexOf(myEgg);

4/4 **B** boolean hasEggs = myEggList.isEmpty();

0/4 **C** boolean hasEggs = myEggList.contains(new Egg());

0/4 **D** boolean hasEggs = myEggList.length > 0;

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

✓ **Anon anon40888263f9324f6f**

3/4
```
myEggList.remove(myPinkEgg);
```

✗ **Anon anonc6522e6741be47b5**

1/4
```
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.

✗

1/4
```
String theString = myStrings[1]
```

✗

1/4
```
theString = myStrings(1);
```

✗ **Anon anonc6522e6741be47b5**

1/4
```
String = myStrings.get[1]();
```

✗ **Anon anon40888263f9324f6f**

1/4
```
String theString = myStrings(1);
```

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

3/4 **A** True

1/4 **B** False

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

3/4 A True

1/4 B False