

## Java 111 Chapter 6 (from version 1)

Total Questions: 10

Most Correct Answers: #1

Least Correct Answers: #8

1. ~~0/3~~ When instantiating an ArrayList, a size must be provided.

0/3 ☐ A True

3/3 ☒ B False

2. ~~0/3~~ Write the code to instantiate an ArrayList called "cats" that will hold Cat objects.

Anon anonb1b291a4642040af

☒ ArrayList<Cat> cats = new ArrayList<cat>;

Anon anond44cb976a3294182

☒ ArrayList<Cats> cats = new ArrayList();

Anon anone18867dbd96c4126

☒ ArrayList<Cat> cats;

3. ~~0/3~~ 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();

0/3 ☐ A myEggList.egg = newEgg();

0/3 ☐ B myEggList[0] = new Egg();

3/3 ☒ C myEggList.add(myEgg);

0/3 ☐ D myEggList[1].add(myEgg);

4. ~~0/3~~ What is the proper way to find out how many eggs are in an ArrayList named myEggList?

0/3 ☐ A int eggQuantity = myEggList.length;

0/3 ☐ B int eggQuantity = myEggList.size;

0/3 ☐ C int eggQuantity = myEggList.eggCount;

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

0/3 ☐ E int eggQuantity = myEggList.count();

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

- 3/3 ☒ A boolean isPinkyInList = myEggList.contains(myPinkEgg);
- 0/3 ☐ B String isPinkyInList = myEggList.contains(myPinkEgg);
- 0/3 ☐ C boolean isPinkyInList = myEggList.(0) == myPinkEgg;
- 0/3 ☐ D myEggList.equals myPinkEgg;

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

- 0/3 ☐ A int idx = myEggList.indexOf(myEgg);
- 3/3 ☒ B boolean hasEggs = myEggList.isEmpty();
- 0/3 ☐ C boolean hasEggs = myEggList.contains(new Egg());
- 0/3 ☐ D boolean hasEggs = myEggList.length > 0;

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

Anon anonb1b291a4642040af

✓ myEggList.remove(myPinkEgg);

Anon anon d44cb976a3294182

✓ myEggList.remove(myPinkEgg);

Anon anone18867dbd96c4126

✗ 1234

8. ~~Q~~ Write the code to retrieve the second item in the ArrayList named myStrings and store it in a String variable called theString.

Anon anon d44cb976a3294182

✗ 1234

Anon anone18867dbd96c4126

✗ myStrings.

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

- 1/3 ☒ A True
- 1/3 ☐ B False

10. ~~10.000~~ Import statements will make your classes bigger because they actually compile the imported class or package into your code.

1/3



A True

1/3



B False