

Java Week 6 Total Questions: 12

Most Correct Answers: #9

Least Correct Answers: #10

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

- 2/4 A No abbreviations are allowed in the names of classes, variables or methods.
- All class names must start with an uppercase letter.
- 0/4 C All method names must start with an uppercase letter.
- 2/4 All non-constant variable names must start with a lowercase letter.

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

- 3/4 All variables must be declared on their own line.
- All local variables must be declared at the top of a method.
- **0/4** (c) Local variables should not be initialized when they are declared.
- 2/4 Comments are required before all class statements and methods.

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

- **0/4** (A) All local variables must be declared private.
- All instance variables that need to be used outside of a class need accessor methods (getters and setters).
- 3/4 C All method names should start with a verb.
- Local variables should be initialized when they are declared.

4. Which of the following are true?

- 2/4 A Instance variables get a default value.
- 2/4 B Local variables are declared in methods.
- 0/4 C Local variables get a default value.
- 3/4 D Local variables must be initialized before use.

 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]; 		
3/4	A	dogs.length
0/4	B	dogs.size
0/4	C	dogs.getCount
0/4	D	dogs.setSize().length
6.	Whi	ch of the following is the proper way to create an array of 3 Book objects?
3/4	A	Book[] books = new Book[3]; books[0] = new Book(); books[1] = new Book(); books[2] = new Book();
0/4	В	Book[] books = new Book(3); books(0) = new Book(); books(1) = new Book(); books(2) = new Book();
0/4	<u>C</u>	Book[] books = new Book[3]; books[1]= new Book(); books[2] = new Book(); books[3] = new Book();
7.	Whi	ch of the following are true of encapsulation?
0/4	A	Getters and setters are marked private.
3/4	В	Instance variables are marked private.
2/4	C	Getters and setters provide access to the instance variables.
2/4	D	Encapsulation provides a way to protect your data.

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

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

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

3/4 A double z = (double) \times / y;

0/4 B int z = x / y;

0/4 C double z = x / y;
```

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

```
public class Contact {
private int age;
}
```

Anon anon266e03bdd36f4a13

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

Anon anon4cdea19ebf4a43f9

```
/** return the Contact's class name

* @return the Contact's class name

*/
public int getAge() {
    return age;
}
```

Anon anonac98f01cdfae43dc

public int getAge(){return age;}

11. Given the following, write the setter for the instance variable below. public class Contact { private int age;
} Anon anon266e03bdd36f4a13 public void setContact(int age) {this.age = age;} Anon anon4cdea19ebf4a43f9 public void setAge(int newAge) { age = newAge; } Anon anonac98f01cdfae43dc public void setAge() {int age} 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 anon266e03bdd36f4a13

myFlower.setColor = yellow;

Anon anon4cdea19ebf4a43f9

myFlower.setColor("yellow");

Anon anonac98f01cdfae43dc

myFlower.setColor("Yellow");