Java 111 Chapter 6 (from version 1)

Total Questions: 10

Most Correct Answers: **#1**

Least Correct Answers: **#8**

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

0/3 (A) True

3/3 (B) False

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

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✔️ myEggList.remove(myPinkEgg);

Anon anond44cb976a3294182

✔️ myEggList.remove(myPinkEgg);

Anon anone18867dbd96c4126

✖️ 1234

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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Anon anone18867dbd96c4126

✖️ myStrings.

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

1/3 (A) True

1/3 (B) False

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

1/3   Ⓐ   True

1/3   Ⓑ   False