

Big Java Chapter 02

Due Sep 17 at 11:59pm**Points** 69**Questions** 69**Available** Sep 15 at 12am - Sep 17 at 11:59pm 3 days**Time Limit** 60 Minutes**Allowed Attempts** 3

Instructions

This quiz is designed to accompany the reading of the text and is therefore open text, browser, neighbor etc. You have three attempts; the best grade will automatically be recorded (no reason to NOT receive a perfect score) and trends for incorrect answers will provide substance for discussion as chapter is finalized. Expect a paper-based coding test to accompany this chapter.

[Take the Quiz Again](#)

Attempt History

	Attempt	Time	Score
LATEST	Attempt 1	31 minutes	55 out of 69

Score for this attempt: **55** out of 69

Submitted Sep 17 at 1:46pm

This attempt took 31 minutes.

Question 1

0 / 1 pts

A set of values and the operations that can be carried out with those values are called _____.

You Answered

☒ literals☐ numbers☐ values

Correct Answer

☐ types**Question 2**

0 / 1 pts

What is the name of the type that denotes floating-point numbers that can have fractional parts?

Correct Answer

☐ double

You Answered

☒ floatingPoint☐ int☐ integer**Question 3**

1 / 1 pts

What is the name of the type that denotes whole numbers?

☐ double

Correct!

☒ int

☐ whole☐ integer**Question 4**

0 / 1 pts

Which is a valid number literal?

You Answered

☒ 1x10^4

Correct Answer

☐ 1E4☐ 3 1/2☐ 10,000**Question 5**

1 / 1 pts

What is the name of the type that denotes a string of characters?

☐ Characters☐ char☐ charString

Correct!

☒ String**Question 6**

0 / 1 pts

Which of the following values does not have a primitive type?

☐ 12.50☐ "Hello"☐ 6

Correct Answer

You Answered

☒ 1E4**Question 7**

1 / 1 pts

What is a storage location in the computer's memory called that has a type, name, and contents?

☐ identifier☐ literal

☐ label

Correct!

☒ variable**Question 8**

1 / 1 pts

Which of the following declares a variable that will store a welcome message?

Correct!

☒ String welcome;☐ double welcome;☐ Char welcome;☐ int welcome;**Question 9**

1 / 1 pts

Which of the following declares a variable that will store a measurement with fractional parts?

Correct!

☐ int measure;☒ double measure;☐ String measure;☐ integer measure;**Question 10**

1 / 1 pts

Which of the following declares a variable that will store a count with an integer value?

☐ integer count;☐ double count;☐ String count;

Correct!

☒ int count;

Question 11

1 / 1 pts

Which term is used to describe the name of a variable, method, or class?

- ☐ type
- ☐ literal
- ☒ identifier
- ☐ label

Correct!

Question 12

1 / 1 pts

Which statement about identifiers is correct?

- ☐ Identifiers are not case sensitive.
- ☐ Spaces are permitted inside identifiers.
- ☐ Identifiers can use symbols such as ? or %.
- ☒ Identifiers can be made up of letters, digits, and the underscore (_) character.

Correct!

Question 13

1 / 1 pts

By convention, variables begin with a(n) _____.

- ☐ uppercase letter
- ☐ digit
- ☒ lowercase letter
- ☐ dollar sign

Correct!

Question 14

1 / 1 pts

By convention, classes begin with a(n) _____.

- ☐ lowercase letter
- ☐ dollar sign
- ☐ digit
- ☒ uppercase letter

Correct!

Question 15

1 / 1 pts

Which of the following is the best choice for a variable identifier that will store a name?

Correct!

☒ name☐ Name☐ n☐ nm

Question 16

1 / 1 pts

What is the name of the = operator in Java?

Correct!

☐ inequality☒ assignment☐ identity☐ equality

Question 17

1 / 1 pts

What is the purpose of the assignment operator?

Correct!

☐ to check for inequality☐ to check for identity☐ to check for equality☒ to change the value of a variable

Question 18

0 / 1 pts

Which statement declares a variable that will store an integer value?

Correct Answer

☐ integer count;☐ int count;

You Answered

☒ count = 5;☐ String count = 5;

Question 19

1 / 1 pts

Which statement stores an integer value in a variable?

Correct!

☒ `count = 5;`☐ `String count = 5;`☐ `int count;`☐ `integer count = 5;`

Question 20

1 / 1 pts

Which statement declares and stores an integer value in a variable?

Correct!

☐ `count = 5;`☒ `int count = 5;`☐ `integer count = 5;`☐ `String count = 5;`

Question 21

1 / 1 pts

Assume that the variable `count` has been declared as type `int`, which statement changes the value of `count`?

Correct!

☒ `count = 6;`☐ `count == 6;`☐ `integer count = 6;`☐ `count != 6;`

Question 22

1 / 1 pts

Assume that the variable `count` has been declared as type `int`. Which statement adds 10 to `count`?☐ `count = 10;`☐ `count == count + 10;`

Correct!

☒ `count = count + 10;`☐ `count + 10;`**Question 23**

0 / 1 pts

Which of the following code fragments will cause an error?

☐ `String greeting = "Hello, Dave!";`☐ `String greeting = "Hello, World!";
int n = greeting.length();`

Correct Answer

☐ `int luckyNumber;
System.out.println(luckyNumber);`

You Answered

☒ `PrintStream printer = System.out;`**Question 24**

1 / 1 pts

What is an object?

☐ A sequence of instructions.☐ Any value stored in a variable.

Correct!

☒ An entity in your program that is manipulated by calling methods.☐ Any input to a method.**Question 25**

1 / 1 pts

What is the type of an object?

☐ variable☐ method☐ reference

Correct!

☒ class**Question 26**

0 / 1 pts

"System.out" is an instance of (example of?) which class?

☐ String

☐ Println

You Answered

☒ System

Correct Answer

☐ PrintStream

Question 27

1 / 1 pts

Which of the following statements about objects is correct?

☐ An object defines the methods for a class.

☒ Every object belongs to a class.

☐ An object is a sequence of instructions.

☐ All entities, even numbers, are objects.

Correct!

Question 28

1 / 1 pts

Which of the following statements about methods is correct?

☒ A method is a sequence of instructions that could access the data of an object

☐ A method name is unique across the entire program.

☐ A method can be called on any object in any class.

☐ Methods are stored in variables.

Correct!

Question 29

1 / 1 pts

Which of the following statements about classes is correct?

☐ By convention, class names begin with a lowercase letter.

☒ A class declares the methods that you can apply to its objects.

☐ All entities, even primitive numbers, are classes.

☐ A class is a sequence of instructions that accesses the data of an object.

Correct!

Question 30

1 / 1 pts

Which is not a method of the String class?

Correct!

☐ length☐ toUpperCase☐ toLowerCase☒ println**Question 31**

1 / 1 pts

If greeting is a String object, which method call is incorrect?

☐ greeting.length()☐ greeting.toLowerCase()☐ greeting.toUpperCase()☒ greeting.println()

Correct!

Question 32

1 / 1 pts

What is the term used to specify the remote control for a class, indicating what you can do with the objects that belong to the class?

☐ private interface☒ public interface☐ private implementation☐ hidden implementation

Correct!

Question 33

1 / 1 pts

A method name is _____ if a class has more than one method with that name (but different parameter types).

☐ overridden☐ overimplemented☐ overwhelmed☒ overloaded

Correct!

Question 34

1 / 1 pts

The input to a method is called a(n) _____.

☐ overloaded

Correct!

☒ parameter☐ interface☐ procedure**Question 35**

0 / 1 pts

The object on which the method call is invoked provides input to the method, and is called a(n) _____.

You Answered

☒ interface☐ procedure

Correct Answer

☐ implicit parameter☐ explicit parameter**Question 36**

1 / 1 pts

Input to a method enclosed in parentheses after the method name is known as _____.

☐ implicit parameters☐ interfaces

Correct!

☒ explicit parameters☐ return values**Question 37**

1 / 1 pts

Which method call represents the invocation of a method that does not have explicit parameters?

☐ `greeting.replace("Hello", "Welcome");`☐ `greeting.length`

Correct!

☒ `greeting.length()`☐ `System.out.println(greeting);`**Question 38**

1 / 1 pts

The output of a method is called its _____ value.

☐ implicit☐ explicit

☐ parameter

Correct!

☒ return**Question 39**

0 / 1 pts

Which of the following statements about methods is correct?

☐ A method can have only one explicit parameter.

Correct Answer

☐ The return value of a method can be used as a parameter.☐ Every method must have a return value.

You Answered

☒ A method can have multiple implicit parameters.**Question 40**

1 / 1 pts

What is the declared return type for a method that does not have a return value?

☐ String☐ There is no declared return type when a method does not return a value.

Correct!

☒ void☐ A method must return a value.**Question 41**

1 / 1 pts

Which of the following represents a method declaration with a void return type?

Correct!

☒ `public void setValue(int value) { ... }`☐ `public void int getValue() { ... }`☐ `void public setValue(int value) { ... }`☐ `void int getValue() { ... }`**Question 42**

1 / 1 pts

Which operator constructs object instances?

Correct!

- ☒ new
- ☐ instanceof
- ☐ void
- ☐ construct

Question 43

1 / 1 pts

Which of the following constructs a `Circle` of radius 3, assuming the construction parameter is the radius value?

Correct!

- ☐ `Circle(3).new`
- ☒ `new Circle(3)`
- ☐ `new.Circle(3)`
- ☐ `Circle(3)`

Question 44

1 / 1 pts

Which statement calls a constructor with no construction parameters?

Correct!

- ☒ `Circle c = new Circle();`
- ☐ A call to a constructor must have construction parameters.
- ☐ `Circle c = new Circle;`
- ☐ `Circle c = Circle()`

Question 45

1 / 1 pts

What terminology describes a method that returns information about its implicit parameter and does not change the parameter's internal data?

Correct!

- ☐ mutator
- ☒ accessor
- ☐ void
- ☐ public

Question 46

1 / 1 pts

What terminology describes a method that modifies the internal data of its implicit parameter?

- ☐ public
- ☐ void
- ☒ mutator
- ☐ accessor

Correct!

Question 47

1 / 1 pts

Which of the following is a mutator method for the `Rectangle` class?

- ☐ `getHeight`
- ☒ `translate`
- ☐ `getWidth`
- ☐ `isEmpty`

Correct!

Question 48

1 / 1 pts

What does API stand for?

- ☐ Applet Programming Interface
- ☐ Application Programmer Interaction
- ☐ Application Programming Instance
- ☒ Application Programming Interface

Correct!

Question 49

1 / 1 pts

A _____ is a collection of classes with a related purpose.

- ☒ package
- ☐ import
- ☐ method
- ☐ collection

Correct!

Question 50

1 / 1 pts

To use a class in another package you need to _____ it.

- ☐ export
- ☐ overload
- ☐ rewrite
- ☒ import

Correct!

Question 51

1 / 1 pts

Which package is automatically imported in any Java program?

- ☐ java.system
- ☒ java.lang
- ☐ java.language
- ☐ java.util

Correct!

Question 52

1 / 1 pts

Which class is part of the `java.lang` package?

- ☐ Rectangle
- ☐ PrintStream
- ☒ String
- ☐ Circle

Correct!

Question 53

1 / 1 pts

Which import statement allows for the use of the `Rectangle` class?

- ☐ `import java.geom.Rectangle2D;`
- ☐ `import java.geom.Rectangle;`
- ☐ `import java.geom.RectangularShape;`
- ☒ `import java.awt.Rectangle;`

Correct!

Question 54

1 / 1 pts

Which method checks whether a point lies within the rectangle?

- ☐ add
- ☐ getBounds
- ☐ translate
- ☒ contains

Correct!

Question 55

1 / 1 pts

Which method would you use to obtain the string "1234567890" from the string "123-456-7890" ?

- ☐ isEmpty
- ☒ replace
- ☐ trim
- ☐ length

Correct!

Question 56

1 / 1 pts

Which of the following statements about test programs is true?

- ☒ Test programs verify that methods have been implemented correctly.
- ☐ A tester class does not contain the `main` method.
- ☐ You do not have to display the expected results.
- ☐ Writing test programs is not an important skill.

Correct!

Question 57

1 / 1 pts

Which of the following terms denotes the memory location of an object?

- ☐ implicit parameter
- ☐ mutator method
- ☐ encapsulation
- ☒ object reference

Correct!

Question 58

1 / 1 pts

What do object variables store?

- ☐ objects
- ☐ classes
- ☒ references
- ☐ numbers

Correct!

Question 59

1 / 1 pts

Assuming the following Java statement:

```
Circle c1 = new Circle(3);
```

What does the variable `c1` store?

- ☐ The constructed object itself.
- ☐ A reference to the `Circle` class.
- ☒ A reference to the memory location of the constructed object.
- ☐ The numeric value 3.

Correct!

Question 60

1 / 1 pts

Assuming the following Java statement:

```
int num = 10;
```

What does the variable `num` store?

- ☐ A reference to the memory location where the value 10 is stored.
- ☐ A reference to the `int` primitive type.
- ☐ An object representing the number 10.
- ☒ The numeric value 10.

Correct!

Question 61

0 / 1 pts

What is the output of the following code:

```
Circle c1 = new Circle(3);  
Circle c2 = c1;  
c1.setRadius(4);  
System.out.println(c2.getRadius());
```

- ☐ 4

Correct Answer

You Answered

☒ 3☐ 6☐ 8**Question 62**

0 / 1 pts

What is the output of the following code:

```
int num1 = 6;  
int num2 = num1;  
num2 = num2 + 10;  
System.out.println(num1);
```

Correct Answer

☐ 6☐ 10☐ 4

You Answered

☒ 16**Question 63**

0 / 1 pts

Complete this code fragment to ensure that the frame is shown:

```
JFrame frame = new JFrame();
```

Correct Answer

☐ frame.setVisible(true);☐ frame.visible = true;☐ JFrame.setVisible();

You Answered

☒ frame.setVisible();**Question 64**

1 / 1 pts

Based on the following code, which of the following statements sets the frame to a width of 400 and a height of 200:

```
final int FRAME_WIDTH = 400;  
final int FRAME_HEIGHT = 200;  
JFrame frame = new JFrame();
```

☐ frame.size = (FRAME_WIDTH, FRAME_HEIGHT);☐ frame.addSize(FRAME_WIDTH, FRAME_HEIGHT);☒ frame.setSize(FRAME_WIDTH, FRAME_HEIGHT);

Correct!

☐ `frame.setSize(FRAME_HEIGHT, FRAME_WIDTH);`

Question 65

0 / 1 pts

Based on the following statement, which of the following statements sets the title of the frame:

```
JFrame frame = new JFrame();
```

☐ `frame.title = "An Empty Frame";`

You Answered

☒ `frame.setTitle(JFrame.EMPTY);`

☐ `frame.addTitle("An Empty Frame");`

Correct Answer

☐ `frame.setTitle("An Empty Frame");`

Question 66

1 / 1 pts

What is the nickname for the graphical user interface library in Java?

☐ Applet

☐ GUI

☐ JComponent

Correct!

☒ Swing

Question 67

0 / 1 pts

Place drawing instructions inside the _____ method, which is called whenever the component needs to be repainted.

Correct Answer

☐ `paintComponent`

You Answered

☒ `draw`

☐ `paint`

☐ `drawComponent`

Question 68

1 / 1 pts

Complete the following statement, which constructs an ellipse.

```
Ellipse2D.Double ellipse = new _____ (x, y, width, height);
```

☐ Double.Ellipse2D☒ Ellipse2D.Double☐ Ellipse2D☐ Double

Correct!

Question 69

1 / 1 pts

In the code below, write a statement that sets the graphic to green.

```
public class ItalianFlagComponent extends JComponent
{
    public void paintComponent(Graphics g)
    {
        Graphics2D g2 = (Graphics2D) g;
        Rectangle.Double leftRectangle = new Rectangle.Double(100, 100, 30, 60);
        . . .
        ----
        . . .
    }
}
```

☐ g2.setColor(GREEN);☐ g2.SetColor(0, 255, 0);☒ g2.setColor(Color.GREEN);☐ g2.setColor("GREEN");

Correct!

Quiz Score: **55** out of 69