

1. Choose the appropriate data type for this value:

1 / 1 point

5.5

- ☐ int
- ☒ double
- ☐ String
- ☐ None



Correct

The appropriate data type for this value 5.5 is double

2. What will the following code result in?

1 / 1 point

```
int num = 6.7;
```

- ☐ num being 6
- ☒ compile error
- ☐ nothing
- ☐ num being 6.7

3. Which of the following types is not a primitive data type in Java?

1 / 1 point

- ☒ String
- ☐ int
- ☐ boolean
- ☐ char



Correct

String is not a primitive data type in Java.

4. Which statement is correct in syntax?

1 / 1 point

- ☒ `int myInt = 2;`
- ☐ `myInt = 2;`
- ☐ `int myInt = 3`
- ☐ `int myInt = "4";`

5. What will the code below output?

1 / 1 point

```
1 System.out.println(5 > 4);  
2
```

☐ True

☒ true

☐ False

☐ false

✓ **Correct**

It will output true because $5 > 4$ is "true" and the String "true" in Java is *true*

6. If you want your condition to depend on both conditions being true, what's the proper notation?

1 / 1 point

☒ &&

☐ ||

☐ and

☐ !

✓ **Correct**

&& is the proper notation if you want your condition to depend on both conditions being true

7. What's the correct syntax for Java's main method?

1 / 1 point

☐ public void main()

☒ public static void main(String[] args)

☐ public static void main(string[] args)

☐ public static void main()

8. If you want to define a char first, and then a String, what's the correct type of quotation marks (and order) to use?

1 / 1 point

☐ First "", then ""

☒ First ", then ""

☐ First ", then "

☐ First "", then "

✓ **Correct**

" is used to define a char while "" is used to define a String

9. What will the code below output?

1 / 1 point

```
1 String a = "Hello";
2 char b = '!';
3 int c = 0;
4 System.out.println(a + b + c);
5
```

☐ Compile error

☒ "Hello!0"

☐ "Hello"

☐ "0"

✓ **Correct**

It will output "Hello!0" because the plus sign (+) is a concatenation operator in Java.

10. What is used in Java to surround code blocks?

1 / 1 point

- ☐ :
- ☐ Indentation
- ☒ {}
- ☐ ()

✓ **Correct**

{ } is used in Java to surround code blocks