

Practice Review

TOTAL POINTS 6

1. Generally speaking, _____ are used to alter the attributes of the object to which they belong.

1 / 1 point

- ☐ psuedo-codes
- ☒ methods
- ☐ systems

✓ **Correct**
Right.

2. Which is the single value that the method passes back to the code that invoked it?

1 / 1 point

- ☐ Name value
- ☐ Distinguished value
- ☒ Return value

✓ **Correct**
That's right!

3. At _____, the actual data type of the attribute can be defined, as well as the method name.

1 / 1 point

- ☐ execution
- ☐ the starting point
- ☒ design time

✓ **Correct**
Right. We can define the method name and the attribute's data type (optional) at design time.

4. If a method does not return a value, it will have a return type of _____.

1 / 1 point

- ☐ null
- ☒ void
- ☐ nil

✓ **Correct**
Yes. Void means the method does not return anything.

5. A JavaBean property is _____.

1 / 1 point

- ☐ an attribute
- ☐ a method
- ☒ neither an attribute nor a method

✓ **Correct**

Right. It is an abstract notion derived from the presence of certain methods.

6. In Java, any class can be given a main method, which will function as its _____.

1 / 1 point

- ☒ starting point
- ☐ run code
- ☐ class file

✓ **Correct**

Right. When you launch a Java system, you specify which main method you want to use by declaring the class file to run.