Arrays:

Practice SET 1 Variables, selection, iteration, classes and objects…

1. Computers are intelligent => False
2. Comments affect the run-time execution of a program => False
3. An identifier can have both upper and lower case letters => True
4. Java is a platform independent language => True
5. Different programming languages are suitable for different applications. => True
6. A Java program is compiled into Java bytecode => False
7. "A Java application always contains a method called ""main""." => True
8. Java is a high level language => True
9. Eclipse is an example of an Integrated Development Environment (IDE) => True
10. These two snippets of code are identical from the point of view of the compiler:  
      
    //snippet 1  
    public static void main(String [] args)  
    {  
    System.out.println( Hi! );  
    {  
      
    //snippet 2  
    public static void main(String [] args){System.out.println( Hi! );} => True
11. """= "" has the lowest precedence and is therefore done last." => True
12. The order of precedence is defined by the acronym => BODMAS
13. Variables declared with the final modifier cannot have new values assigned to them. => True
14. It is not possible to use + with a string and a number. => False
15. Java is a strongly-typed language. => True
16. "This is a valid line:

int total, float width;” => False

1. /newline prints a newline => False
2. The + operator can be used to join strings together. => True
3. When doing division with integers the remainder is lost => False
4. Java uses the ASCII character set to represent character data => False
5. The dot operator is used to get at the facilities inside an object. => True
6. It is possible to create a String without using the new operator because it is such a common class. => True
7. fFor the String "Programming". The letter 'r' is at index 2. => False
8. Scanner is a keyword in Java. => False
9. need to spend fortunes on books because the Java Reference is so poor. => False
10. Scanner is used only for keyboard input. => False
11. Scanner is a class in the java.util package. => True
12. Scanner scan = new Scanner ();

The above code will create a Scanner object that can read from the keyboard. => False

1. An alias is another name for a cardinal datatype. => True
2. The Java documentation is an invaluable source of information and it's link should be saved by every Java programmer. => True
3. The for loop has two things inside it separated by commas. => False
4. An infinite loop is a compile-time error. =>False
5. You can only use a for loop to count in ones forwards. => False
6. A do. While statement always executes its loop body at least once. => True
7. fs, fors, whiles, else do not have a semi colon on the end. => True
8. The '=' sign means "is it equal". => False
9. Infinite loops will require user intervention. => True
10. | means logical OR => False
11. Boolean values can have true, false and undetermined values. => False
12. && (double ampersand) means logical AND => True
13. The for loop has three things inside it seprrated by semi colons. => True
14. A Java program is compiled into native machine code => False

Practice Test 2 Inheritance, Polymorphism, Arrays True/False

1. If a class implements an interface, it cannot extend another class. F
2. "If a program attempts to access an element outside of the range of the array indexes, a run-time error will occur." T
3. "In Java, array indexes begin at 0 and end at one less than the length of the array." T
4. "It is possible for a method to have a variable length parameter list, meaning that the method can take in any number of parameters of a specified data type." T
5. "Once a method is overridden in a subclass, the original version can never be referenced from within the subclass." F
6. A child class is allowed to declare a variable with the same name as one that is contained in the parent class. T
7. A child class is allowed to define a method with the same name and parameter list as a method in the parent class. T
8. A parameter to a method can be polymorphic. T
9. A single class may implement multiple interfaces. T
10. An abstract class must contain abstract methods. F
11. An array cannot hold object types. F
12. An array declared as an int[] can contain elements of different primitive types. F
13. An interface cannot declare any instance variables. T
14. An interface name may be used as a reference type.T
15. Animal a;  
    This reference may only point to an object that created by instantiating the Animal class. F
16. Establishing the relationship between a listener and the component it listens to is accomplished using polymorphism.F
17. In Java it is not possible to have arrays of more than two dimensions.F
18. In Java subclass can only extend one parent class.T
19. Inheritance should not be considered in the software design process.F
20. It is possible to derive a class from an abstract class without overriding all of the parents abstract methods.F
21. It is possible to send in data to a Java program via the command-line. T
22. It is possible to store 11 elements in an array that is declared in the following way.  
      
    int[] array = new int[10]; F
23. It makes sense to declare most abstract methods as final.T
24. Java supports multiple inheritance.F
25. Let Animal be an interface. Then it is possible to create an object by instantiating the Animal interface.F