

46 Multiple choice questions

1. Anonymous Array

- A. When there are two or more possible matches for the invocation of a method, but the compiler is unable to determine the best match
- B. The part of the program where the variable is accessible
- C. When there is no explicit reference variable for an array
- D. Only can be invoked from a specific string instance

2. Information Hiding/Encapsulation

- A. Using a method without knowing how it is implemented
- B. Only can be invoked from a specific string instance
- C. When there is no explicit reference variable for an array
- D. The method name and the parameter list

3. Escape Sequence

- A. \\ (two backslashes)
- B. How characters are encoded
- C. The method name and the parameter list
- D. \ (the backslash)

4. Only ends a current iteration

- A. Continue Statement
- B. Instance Method
- C. Encoding Scheme
- D. Sentinel Value

5. Controls how many times an operation or sequence of operations performed in succession

- A. While Loop
- B. Loop Body
- C. Loop
- D. Nested Loop

6. Encoding Scheme

- A. How characters are encoded
- B. \ (the backslash)
- C. Only ends a current iteration
- D. \\ (two backslashes)

7. A group of statements to perform a specific task

- A. Encoding
- B. Static Method
- C. Method
- D. Nested Loop

8. Nested Loop

- A. Only can be invoked from a specific string instance
- B. While & For Loops; the continuation condition is checked before the loop body is executed
- C. Consists of an outer loop and one or more inner loops
- D. The part of the loop that contains the statements to be repeated

9. \ (the backslash)

- A. Escape Sequence
- B. Encoding Scheme
- C. Indexed Variable
- D. Escape Character

10. Searching

- A. The part of the loop that contains the statements to be repeated
- B. The process of looking for a specific element in an array
- C. A character data type used to represent a single character
- D. Mapping a character to its binary representation

11. Stub

- A. The method name and the parameter list
- B. A one-time execution of a loop body
- C. A predefined class in the Java library, not a primitive type, a reference type, also an object
- D. A simple, incomplete version of a method

12. A loop statement that executes infinitely

- A. Static Method
- B. Pre-Test Loop
- C. Infinite Loop
- D. Nested Loop

13. Sends the output to a file rather than displaying it on the console

- A. Output Redirection
- B. Input Redirection
- C. Method Abstraction
- D. Garbage Collection

14. Modifier

- A. A loop statement that executes infinitely
- B. The method name and the parameter list
- C. Mapping a character to its binary representation
- D. Keywords such as public, static, and final

15. When one references the first element in an array with index [1], but it should be [0]

- A. Ambiguous Invocation
- B. Method Overloading
- C. Off-by-One Error (Arrays)
- D. Anonymous Array

16. While & For Loops; the continuation condition is checked before the loop body is executed

- A. Nested Loop
- B. Post-Test Loop
- C. While Loop
- D. Pre-Test Loop

17. Executing a loop one more/less time accidentally

- A. Off-by-One Error (Loops)
- B. Method Abstraction
- C. Information Hiding/Encapsulation
- D. Off-by-One Error (Arrays)

18. Encoding

- A. Keywords such as public, static, and final
- B. Using a method without knowing how it is implemented
- C. A character data type used to represent a single character
- D. Mapping a character to its binary representation

19. A character data type used to represent a single character

- A. Char type
- B. Actual Parameter/Argument
- C. Encoding Scheme
- D. Loop Body

20. Do-While Loop

- A. Specifies how an item should be displayed, which may be a numeric value, character, Boolean value, or string. Begins with %
- B. While & For Loops; the continuation condition is checked before the loop body is executed
- C. A loop statement that executes infinitely
 - similar to while loop; executes
 - the loop body first and then checks the loop-continuation-condition to
- D. decide whether to continue or to terminate

21. The variable used in a method to stand for the value that is passed into the method by a caller

- A. Off-by-One Error (Arrays)
- B. Actual Parameter/Argument
- C. Formal Parameter/Parameter
- D. Pass-By-Value

22. The part of the program where the variable is accessible

- A. Method Abstraction
- B. Loop Body
- C. Anonymous Array
- D. Scope of a Variable

23. Only can be invoked from a specific string instance

- A. Nested Loop
- B. Static Method
- C. Sentinel Value
- D. Instance Method

24. A technique of writing software where you gradually add error checking and functionality

- A. Formal Parameter/Parameter
- B. Pass-By-Value
- C. Divide-and-Conquer / Stepwise Refinement
- D. Off-by-One Error (Arrays)

25. Static Method

- A. A non-instant method that can be invoked without using an object
- B. A loop statement that executes infinitely
- C. Only can be invoked from a specific string instance
- D. Do-While Loop; the condition is checked after the loop body is executed

26. Immediately ends the innermost loop

- A. Indexed Variable
- B. Break Statement
- C. Method Signature
- D. Continue Statement

27. Array

- A. Sends the output to a file rather than displaying it on the console
- B. Stores a fixed-size sequential collection of elements in the same type
- C. The part of the loop that contains the statements to be repeated
- D. A predefined class in the Java library, not a primitive type, a reference type, also an object

28. When there are two methods have the same name but different parameter lists within one class

- A. Off-by-One Error (Arrays)
- B. Anonymous Array
- C. Method Overloading
- D. Method Signature

29. Input Redirection

- A. Sends the output to a file rather than displaying it on the console
- B. The part of the program where the variable is accessible
- C. The variable used in a method to stand for the value that is passed into the method by a caller
- D. The program takes the input from the file Input.TXT rather than having the user type the data from the keyboard at runtime

30. Separating the use of a method from its implementation

- A. Method Overloading
- B. Method Abstraction
- C. Method Signature
- D. Scope of a Variable

31. Actual Parameter/Argument

- A. The actual value that is passed into the method by a caller
- B. Separating the use of a method from its implementation
- C. The part of the program where the variable is accessible
- D. The method name and the parameter list

32. Do-While Loop; the condition is checked after the loop body is executed

- A. Nested Loop
- B. Do-While Loop
- C. Post-Test Loop
- D. While Loop

33. Loop Body

- A. The process of looking for a specific element in an array
- B. The part of the loop that contains the statements to be repeated
- C. The part of the program where the variable is accessible
- D. Separating the use of a method from its implementation

34. Index

- A. A predefined class in the Java library, not a primitive type, a reference type, also an object
- B. When there are two methods have the same name but different parameter lists within one class
- C. Controls how many times an operation or sequence of operations performed in succession
- D. A numeric association to an element in a collection of data; the position of an object in an array

35. Sentinel Value

- A. A special value that signifies the end of the loop
- B. A loop statement that executes infinitely
- C. A non-instant method that can be invoked without using an object
- D. The actual value that is passed into the method by a caller

36. A predefined class in the Java library, not a primitive type, a reference type, also an object

- A. Index
- B. Array
- C. Iteration
- D. String

37. Format Specifier

- A. The variable used in a method to stand for the value that is passed into the method by a caller
- B. The program takes the input from the file Input.TXT rather than having the user type the data from the keyword at runtime
- C. Specifies how an item should be displayed, which may be a numeric value, character, Boolean value, or string. Begins with %
- D.

When there are two or more possible matches for the invocation of a method, but the compiler is unable to determine the best match

38. Garbage Collection

- A. When there are two methods have the same name but different parameter lists within one class
- B. The variable used in a method to stand for the value that is passed into the method by a caller
- C. While & For Loops; the continuation condition is checked before the loop body is executed
- D. An automatic memory management feature that is collected by the Java Virtual Machine

39. The value of the argument passed to the parameter when a method is invoked with an argument

- A. Loop Body
- B. Pass-By-Value
- C. Method Overloading
- D. Scope of a Variable

40. Method Signature

- A. the variable inside the brackets, []
- B. The method name and the parameter list
- C. The part of the program where the variable is accessible
- D. A special value that signifies the end of the loop

41. Ambiguous Invocation

- A. When there is no explicit reference variable for an array
 - Checks the loop-continuation-condition first. If the condition
- B. is true, its body is executed; if it is false, it terminates
- C.

When there are two or more possible matches for the invocation of a method, but the compiler is unable to determine the best match

- D. When one references the first element in an array with index [1], but it should be [0]

- 42.** Used to execute a loop body a fixed number of times; has three parts: initial action that initializes a control variable, the loop-continuation-condition, and execution after each iteration and is often used to adjust the control variable
- A. Do-While Loop
 - B. Loop Body
 - C. For Loop
 - D. Nested Loop
- 43.** the variable inside the brackets, []
- A. Anonymous Array
 - B. Formal Parameter/Parameter
 - C. Indexed Variable
 - D. Break Statement
- 44.** Checks the loop-continuation-condition first. If the condition is true, its body is executed; if it is false, it terminates
- A. While Loop
 - B. Ambiguous Invocation
 - C. Do-While Loop
 - D. Nested Loop
- 45.** A one-time execution of a loop body
- A. Iteration
 - B. Nested Loop
 - C. Infinite Loop
 - D. Break Statement
- 46.** Array Initializer
- A. Separating the use of a method from its implementation
 - B. An automatic memory management feature that is collected by the Java Virtual Machine
 - C. Specifies how an item should be displayed, which may be a numeric value, character, Boolean value, or string. Begins with %
 - D. combines the declaration, creation, and initialization of an array in one statement