

46 Matching questions

1. ____ Char type
 2. ____ Divide-and-Conquer / Stepwise Refinement
 3. ____ Modifier
 4. ____ Off-by-One Error (Arrays)
 5. ____ Array
 6. ____ Actual Parameter/Argument
 7. ____ Pass-By-Value
 8. ____ Input Redirection
 9. ____ Method Signature
 10. ____ Output Redirection
 11. ____ Break Statement
 12. ____ Ambiguous Invocation
 13. ____ Nested Loop
 14. ____ Information Hiding/Encapsulation
 15. ____ While Loop
 16. ____ Formal Parameter/Parameter
 17. ____ Indexed Variable
 18. ____ Method
 19. ____ Iteration
 20. ____ String
 21. ____ Pre-Test Loop
- A. When there are two methods have the same name but different parameter lists within one class
 - B. When there is no explicit reference variable for an array
 - C. The process of looking for a specific element in an array
 - D. similar to while loop; executes the loop body first and then checks the loop-continuation-condition to decide whether to continue or to terminate
 - E. The value of the argument passed to the parameter when a method is invoked with an argument
 - F. While & For Loops; the continuation condition is checked before the loop body is executed
 - G. The method name and the parameter list
 - H. Do-While Loop; the condition is checked after the loop body is executed
 - I. When one references the first element in an array with index [1], but it should be [0]
 - J. Immediately ends the innermost loop
 - K. Stores a fixed-size sequential collection of elements in the same type
 - L. \ (the backslash)
 - M. Consists of an outer loop and one or more inner loops
 - N. When there are are two or more possible matches for the invocation of a method, but the compiler is unable to determine the best match
 - O. Executing a loop one more/less time accidentally
 - P. A numeric association to an element in a collection of data; the position of an object in an array

22. ____ Garbage Collection
23. ____ Do-While Loop
24. ____ Static Method
25. ____ Scope of a Variable
26. ____ Escape Character
27. ____ Off-by-One Error (Loops)
28. ____ Post-Test Loop
29. ____ Encoding
30. ____ Index
31. ____ Instance Method
32. ____ For Loop
33. ____ Method Overloading
34. ____ Anonymous Array
35. ____ Loop
36. ____ Loop Body
37. ____ Escape Sequence
38. ____ Format Specifier
39. ____ Infinite Loop
40. ____ Method Abstraction
41. ____ Sentinel Value
42. ____ Array Initializer
43. ____ Stub
44. ____ Searching
45. ____ Encoding Scheme
- Q. Mapping a character to its binary representation
- R. The variable used in a method to stand for the value that is passed into the method by a caller
- S. A special value that signifies the end of the loop
- T. Controls how many times an operation or sequence of operations performed in succession
- U. How characters are encoded
- V. Only ends a current iteration
- W. A predefined class in the Java library, not a primitive type, a reference type, also an object
- X. A non-instant method that can be invoked without using an object
- Y. Specifies how an item should be displayed, which may be a numeric value, character, Boolean value, or string. Begins with %
- Z. Using a method without knowing how it is implemented
- AA. A loop statement that executes infinitely
- AB. A group of statements to perform a specific task
- AC. Keywords such as public, static, and final
- AD. Only can be invoked from a specific string instance
- AE. The program takes the input from the file Input.TXT rather than having the user type the data from the keyword at runtime
- AF. the variable inside the brackets, []
- AG. A simple, incomplete version of a method
- AH. A character data type used to represent a single character
- AI. Sends the output to a file rather than displaying it on the console
- AJ. The part of the loop that contains the statements to be repeated

46. _____ Continue Statement

- AK.** Separating the use of a method from its implementation
- AL.** A one-time execution of a loop body
- AM.** combines the declaration, creation, and initialization of an array in one statement
- AN.** An automatic memory management feature that is collected by the Java Virtual Machine
- AO.** 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
- AP.** The part of the program where the variable is accessible
- AQ.** Checks the loop-continuation-condition first. If the condition is true, its body is executed; if it is false, it terminates
- AR.** A technique of writing software where you gradually add error checking and functionality
- AS.** The actual value that is passed into the method by a caller
- AT.** \\ (two backslashes)