Name:		Class:	Date:	ID: A
Unit 2	Ja	ava Basics Questions and Programming P	roblems	
True/F		e hether the statement is true or false.		
	1.	The Java compiler recognizes nested blocks through	th indentation.	
	2.	Each line in a Java program ends with a semicolor		
	3.	Text within double quotes cannot be split between	two lines.	
	4.	The term white space refers to characters that are 1 &, and @.	not part of the alphabet or nu	mbers, such as the symbols %
	5.	Identifiers in Java may contain any characters you	can find on your keyboard.	
	6.	The identifiers Maximum and maximum are cons	idered the same in Java.	
Multip Identify		Choice c choice that best completes the statement or answer	s the question.	
	7.	Is the following statement referring to Java syntax	or optional style?	
		A program begins with a comment.		
		a. syntaxb. style		
	8.	Is the following statement referring to Java syntax	or optional style?	
		The names of all methods begin with a lower case	letter.	
		a. syntaxb. style		
	9.	Is the following statement referring to Java syntax	or optional style?	
		Each opening brace has a matching closing brace.		
		a. syntaxb. style		

Name:	
10.	Is the following statement referring to Java syntax or optional style?
	All statements within a pair of matching braces are indented by 2 spaces
	a. syntaxb. style
11.	Is the following statement referring to Java syntax or optional style?
	A closing brace is placed on a separate line.
	a. syntaxb. style
12.	Is the following statement referring to Java syntax or optional style?
	A class has a blank line before each method declaration.
	a. syntaxb. style
13.	Is the following statement referring to Java syntax or optional style?
	The word IF is not used as a name for a variable.
	a. syntaxb. style
14.	Which of the following pairs of variables are different from each other?
	 a. Total and total b. case and CASE c. codeTwo and code2 d. oneMore and one_More e. all of the above
15.	Which of the following is a valid Java identifier?
	 a. 14andCounting b. max_value c. 123 d. %taxRate e. hook&ladder

ID: A

Name:	
1 10011101	

ID: A

- ____ 16. Which of the following is not a valid Java identifier?
 - a. Factorial
 - $b. \quad an Extremely Long Identifier If You Ask Me \\$
 - c. 2ndLevel
 - d. level2
 - e. highest\$

Short Answer

17. In

```
if (y > 150)
{
      sky = Color.PINK;
}
```

are the parentheses required by the Java syntax, or are they a matter of style? What about the braces?

18. Restore line spacing and proper indentation in the following code:

```
public boolean badIndentation(int maxLines) {int
lineCount = 3;
while(lineCount < maxLines) { System.out.println
(lineCount); lineCount++;} return true; }
```

- 19. Categorize each of the following situations as a compile-time error, run-time error, or logical error.
 - multiplying two numbers when you meant to add them
 - · dividing by zero
 - forgetting a semicolon at the end of a programming statement
 - spelling a word wrong in the output
 - producing inaccurate results
 - typing a { when you should have typed (
- 20. Give examples of the two types of Java comments and explain the differences between them.
- 21. What do we mean by the syntax rules of a programming language?

Essay

22. Write an application that displays your initials in large block letters. Make each large letter out of the corresponding regular character. For example:

		AAAAAAAAA AAAAAAAAAAA		LLLL
				LLLL
	JJJJ	AAA	AAA	LLLL
	JJJJ	AAA	AAA	LLLL
ЈЈЈЈ		AAAAAAAAAA		LLLL
J	JJJJ	AAAAA	AAAAAA	LLLL
JJ	JJJJ	AAA	AAA	LLLL
11111111111111111		AAA	AAA	LLLLLLLLLLLLL
111111111111111		AAA	AAA	LLLLLLLLLLLLLL

ID: A

23. Write an application that prints the following diamond shape. Don't print any unneeded characters. (That is, don't make any character string longer than it has to be.)

24. Enter, compile, and run the following application:

```
public class Test
{
    public static void main(String[] args)
    {
        System.out.println("An Emergency Broadcast");
    }
}
```

- 25. Introduce the following errors, one at a time, to the program from the last question (i.e. the Test class). Record any error messages that the compiler produces. Fix the previous error each time before you introduce a new one. If no error messages are produced, explain why. Try to predict what will happen before you make each change.
 - a. change Test to test
 - b. change Emergency to emergency
 - c. remove the first quotation mark in the string
 - d. remove the last quotation mark in the string
 - e. change main to man
 - f. change println to bogus
 - g. remove the semicolon at the end of the println statement
 - h. remove the last brace in the program