Brett Moye

Chapter 5

Learn it Online 1,2,3

P. 370

Chapter 5– Multiple Choice

Instructions: Circle the correct response.

1. A(n) \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_, stores multiple data items of the same data type in a single location.

a. array

b. identity  
c. state  
d. behavior

1. A \_\_\_\_\_\_\_\_\_\_\_\_ displays larger amounts of data than a TextField.

a. Super TextField  
b. TextField Plus  
c. TextArea component  
d. JavaText screen

1. A(n) \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ is an AWT component that serves as a container for a collection of graphical AWT components.

a. Field  
b. Frame  
c. Panel  
d. Choice

1. A class or method that is not a driver class is called a(n) \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ class.

a. external  
b. internal  
c. reservation  
d. constructor

1. An index number, or \_\_\_\_\_\_\_\_\_\_\_\_\_, is assigned to each element in an array, allowing a program and the programmer to access individual values when necessary.

a. postscript  
b. Javascript  
c. interscript  
d. subscript

1. A loop that executes a specific number of times is called a counter-controlled loop, or a \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ loop.

a. repeat  
b. measured  
c. parameter  
d. for

1. A \_\_\_\_\_\_\_\_\_\_\_\_ is an operator that needs only one value, or operand, to perform its function.

a. unary operator  
b. operand operator

c. singular operator  
d. lone operator

1. A(n) \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ operates and manipulates variables for an external class.

a. instance variable  
b. user method   
c. instance method  
d. variable method

1. A(n)\_\_\_\_\_\_\_\_\_\_\_\_ is a special Java object that contains other components, such as user interface controls and other containers.

a. holder  
b. container  
c. storage object  
d. interface object

1. When an array contains values other than the primitive data types, it is considered an object array, or \_\_\_\_\_\_\_\_\_\_\_\_.

a. advanced array  
b. constructor array  
c. reservation array  
d. control array

Chapter 5 – True/False

Instructions: Circle T if the statement is true or F if the statement is false.

|  |  |  |
| --- | --- | --- |
| T | F | 1. An object can have up to six key characteristics. |
| T | F | 2. A class is just an abstract description of what an object will be like when the object is created. |
| T | F | 3. The practice of defining more than one method with the same name is called method overloading. |
| T | F | 4. Java uses a for statement to implement a counter-controlled loop, also called a for loop. |
| T | F | 5. Unary operators act the same whether the unary operator is placed before or after the variable. |
| T | F | 6. Terminating a counter-controlled or for loop based on conditions could delete the entire Java program. |
| T | F | 7. Programs that use a window typically extend the Frame class and are called windowed applications, or frame-based applications. |
| T | F | 8. You cannot create an object array of programmer-defined data types of classes. |
| T | F | 9. Perhaps the most flexible of all the Java layout managers is the GridBagLayout. |
| T | F | 10. When using a constructor as an argument for another constructor, indentation can help make the code more readable. |

Chapter 5 – Short Answer

Instructions: Fill in the best answer.

1. In Java, an assignment operator, or \_\_shortcut operator\_\_\_\_\_\_\_\_\_\_\_\_\_, is used to perform arithmetic and an assignment operation all with one operator.
2. The variables manipulated within an instance method, which are local in scope, are called \_\_\_\_instance variables\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.
3. To assist in component placement inside containers, Java provides a(n)

\_\_\_\_\_\_\_\_Frame\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.

1. \_\_\_\_\_FlowLayout\_\_\_\_\_\_\_\_\_\_\_\_ is the default, or preset, layout manager for Panels and Applets.
2. The layout manager \_\_\_\_BorderLayout\_\_\_\_\_\_\_\_\_\_\_\_ places components into five regions within the container.
3. The \_\_\_\_GridLayout\_\_\_\_\_\_\_\_\_\_ layout manager divides the container into a grid so that

components can be placed in rows and columns, from left to right and then top to bottom within the grid.

1. \_\_\_\_CardLayout\_\_\_\_\_\_\_\_\_ is used primarily to house other containers.
2. The valueOf() method returns a \_\_\_string\_\_\_\_\_\_\_ value from its int argument, effectively converting the int to a String.
3. When you \_\_\_register\_\_\_\_\_\_\_\_\_ a listener with a Frame, you connect two objects so that events from one object, the Frame, are sent to the other object, the listener.
4. \_\_\_\_\_Adapter Classes\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ provide prewritten methods for interfaces.