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Chapter 1

Learn It Online 1,2, and 3

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Chapter 1– Multiple Choice

Instructions: Circle the correct response.

1. Java is portable because it is \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_, which means that you can use Java to write and run a program on many platforms.

a. platform-reliable  
b. platform-portable  
c. platform-independent  
d. platform-type software

1. A \_\_\_\_\_\_\_\_\_\_\_\_ is a Java program that is hosted and run on a Web server rather than launched from a browser.

a. servlet  
b. hostlet  
c. serverlet  
d. Javalet

1. Programmers often create a \_\_\_\_\_\_\_\_\_\_\_\_ of how the application window or applet will look and where the user interface elements will be placed in a window.

a. window map  
b. animatic  
c. spreadsheet  
d. storyboard

1. A \_\_\_\_\_\_\_\_\_\_\_\_ represents the common structure and behavior shared by the same type of objects.

a. method  
b. class  
c. kingdom  
d. program

1. The third phase in the program development cycles is to \_\_\_\_\_\_\_\_\_\_\_\_ the design.

a. validate  
b. initiate  
c. test  
d. correlate

1. Each class may have one or more levels called the \_\_\_\_\_\_\_\_\_\_\_\_ and the \_\_\_\_\_\_\_\_\_\_\_\_\_\_.

a. overclass, underclass  
b. topclass, lowerclass  
c. subclass, superclass  
d. firstclass, lastclass

1. Programmers often draw a(n) \_\_\_\_\_\_\_\_\_\_\_\_ to show relationships among events and operations visually.

a. program list  
b. event diagram  
c. software breakdown  
d. event list

1. In programming, an action is \_\_\_\_\_\_\_\_\_\_\_\_\_ if it takes place without any visible effect other than the desired output.

a. translucent  
b. inconclusive   
c. undetectable  
d. transparent

1. A(n)\_\_\_\_\_\_\_\_\_\_\_\_ is a program that executes the machine language instructions to produce results, or answers.

a. interpreter  
b. translator  
c. bypass reader  
d. executor

1. An IDE (integrated development environment) is sometimes also called a \_\_\_\_\_\_\_\_\_\_\_\_.

a. developer tool  
b. integrator tool  
c. builder tool  
d. designer tool

Chapter 1 – True/False

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

|  |  |  |
| --- | --- | --- |
| T | F | 1. A programming language is a set of words, symbols, and codes that enables the programmer to communicate instructions to a computer. |
| T | F | 2. Java is a strictly typed language, which means that it checks for potential problems with different types of data. |
| T | F | 3. The program development cycle follows nine phases. |
| T | F | 4. Efficient refers to the program’s ability to deliver a result quickly enough to be useful in and in a space small enough to fit the environment. |
| T | F | 5. The attributes of a class are instructions that the class picks and chooses to manipulate values, generate outputs, or perform actions. |
| T | F | 6. If a finished application involves several programs or components, integration testing must be completed to ensure that all programs and components interact correctly. |
| T | F | 7. For an object to do something, it must receive an operator instruction. |
| T | F | 8. Encapsulation is the inability of an object to have data and functionality available to the user. |
| T | F | 9. Polymorphism allows an instruction to be given to an object using a generalized rather than a specific, detailed command. |
| T | F | 10. A value-added text editor (VATE) assists programmers by color-coding key elements in the Java code and inserting automatic line numbers. |

Chapter 1 – Short Answer

Instructions: Fill in the best answer.

1. The particular set of rules or grammar that specify how the instructions are to be written

is called the Syntax of the language.

1. A(n) application is a program that tells a computer how to accept input from a user and how to produce output in response to those instructions.
2. A(n) applet is a small program that can be downloaded and executed as part

of a displayed Web page.

1. Programmers follow an organized plan, or program development cycle, when they write code.
2. Programmers often create a diagram called a flowchart, which graphically

represents the logic used to develop an algorithm.

1. Boundary values are values that cause a certain rule to become effective.
2. Aggregation is the term used to describe the concept of an object being composed

of other objects.

1. A(n) operation, or service, is an activity that manipulates the data of an object.
2. Inheritance means that a programmer can use a class, along with its functions and

data, which saves time and coding.

1. A(n) compiler is a program that converts a programmer’s code into machine

readable instructions.