Brett Moye

Ch. 3

Learn it Online #1,2,3

P. 204

Learn it Online

Chapter 3 – Multiple Choice

Instructions: Circle the correct response.

1. A(n) \_\_\_\_\_\_D\_\_\_\_\_\_\_\_\_\_ is a small window that displays messages and can accept user input.

a. user window  
b. input display  
c. modal window  
d. dialog box

1. A \_\_\_\_\_\_\_\_\_\_\_\_ is a data type that is structured by Java to hold single data items.

a. simple data type  
b. precision data type  
c. primitive data type  
d. reference data type

1. A \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ is a data type whose value is an address.

a. reference data type  
b. simple data type  
c. precision data type  
d. primitive data type

1. In Java, the act of data flowing in or out of a program is called a(n) \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ .

a. stream  
b. data movement  
c. program flow  
d. flow applet

1. A \_\_\_\_\_\_\_\_\_\_\_\_ is a data area shared by hardware devices or programs, where data are held until they are needed by the processor.

a. reader  
b. buffer  
c. wrapper  
d. streamer

1. \_\_\_\_\_\_\_\_\_\_\_\_ is the process of constructing an instance of data type or object from a previously defined class.

a. Data construction  
b. Stream class function  
c. Instantiation  
d. Distantiation

1. The \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_, which is also called the remainder operator, is entered between two integers and performs modular division.

a. integer divider  
b. arithmetic operator  
c. value operator  
d. modulus operator

1. \_\_\_\_\_\_\_\_\_\_\_\_\_\_ involve two values, but they compare the numbers rather than perform math on them.

a. Comparison operators  
b. Arithmetic readers  
c. Comparison readers  
d. Expression operators

1. In Java, a(n) \_\_\_\_\_\_\_\_\_\_\_\_\_\_ can perform a calculation, manipulate characters, call a method, or test data.

a. reader  
b. validator  
c. expression  
d. operator

1. A(n) \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ is any expression that can be evaluated as true or false.

a. operator expression  
b. conditional expression  
c. yes()no expression  
d. validated expression

Chapter 3 – True/False

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

|  |  |  |
| --- | --- | --- |
| T | F | 1. Java is a strongly typed language. |
| T | F | 2. An assignment statement is a line of code beginning with a location, followed by the assignment operator, followed by the data, method, or formula. |
| T | F | 3. Arithmetic operators are unable to manipulate two or more numeric values. |
| T | F | 4. The first four comparison operators sometimes are referred to as relational operators. |
| T | F | 5. The process of raising a number to the power of an exponent is called instantiation. |
| T | F | 6. Using a (/) sign Java allows a concatenation, or joining, of different data types. |
| T | F | 7. A listener interface monitors, or listens, for events during execution of an interactive program. |
| T | F | 8. A Label is an object that displays text in the applet window. |
| T | F | 9. The setText() method does more or less the same operation as the getText() method. |
| T | F | 10. Performing the steps to code, save, compile, modify, and so on creates one very large file on your storage device. |

Chapter 3 – Short Answer

Instructions: Fill in the best answer.

1. \_\_\_\_\_\_\_Data\_\_\_\_\_\_\_\_\_\_\_\_ are collections of raw facts or figures, such as words, text, or numbers, which are used in reasoning or calculations.
2. A(n) \_\_\_\_Expression\_\_\_\_\_\_\_\_\_\_\_\_ is a mathematical sentence that contains values and operators.
3. Dialog boxes that require the user to complete a specific action are called

\_\_\_Modal\_\_\_\_\_\_\_\_\_\_\_.

1. \_\_\_\_\_Precision\_\_\_\_\_\_\_\_\_ refers to the amount of storage allocated to hold the fractional part of the number.
2. \_\_\_\_\_Interactive\_\_\_\_\_\_\_\_\_\_ is the term used with programs that allow the user to interact with the program.
3. The \_\_\_\_\_\_cast operation\_\_\_\_\_\_\_\_\_\_\_\_ converts data from one primitive data type to another by entering the new data type in parentheses before a literal or variable.
4. A \_\_\_\_\_\_constant\_\_\_\_\_\_\_ is a value that Java understands to have a certain, intrinsic meaning.
5. \_\_\_\_\_\_\_ActionListner\_\_\_\_\_\_\_ is a listener interface that listens for any events that occur during execution of the program.
6. A \_\_\_\_\_\_button\_\_\_\_\_\_\_\_ is an object that displays a command button for users to click.
7. When an object such as the calcButton causes an event to happen, the object is called the \_\_\_\_\_\_\_\_event source\_\_\_\_\_\_\_\_\_\_.