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Ch. 4

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Chapter 4 – Multiple Choice

Instructions: Circle the correct response.

1. The \_\_\_\_\_\_\_B\_\_\_\_\_\_\_\_\_ is used to connect two conditional expressions.

a. OR operator  
b. logical operator  
c. IF operator  
d. AND operator

1. The logical \_\_C\_\_\_\_\_\_\_\_\_\_ connects two expressions, x and y, so that both conditions individually must be evaluated as true for the entire expression, x && y to be evaluated as true.

a. OR operator  
b. illogical operator  
c. IF operator  
d. AND operator

1. The symbol for the logical OR operator is \_\_\_\_\_A\_\_\_\_\_\_\_\_.

a. (| |)   
b. (&)  
c. (!)   
d. (%)

1. A(n) \_\_\_\_\_\_C\_\_\_\_\_\_\_\_\_\_ is a Java event resulting from an unusual or erroneous situation, which disrupts the normal program flow of instructions.

a. handling error  
b. data flow error  
c. exception  
d. reception

1. The \_\_\_\_\_\_C\_\_\_\_\_\_\_\_\_ identifies a block of statements that potentially may cause an event resulting from an unusual or erroneous situation, which disrupts the normal program flow of instructions.

a. don’t statement  
b. try statement  
c. error statement  
d. claim statement

1. The throw statement is followed by the \_\_\_\_\_\_\_D\_\_\_\_\_\_\_ keyword.

a. catch  
b. follow  
c. instructor  
d. constructor

1. The \_\_\_\_\_\_\_\_A\_\_\_\_\_\_\_\_ typically contains code to perform any cleanup that might be necessary after executing the try statement and catch statement.

a. finally statement  
b. sweep statement  
c. throw statement  
d. operator statement

1. Java uses a special repetition structure called a \_\_\_\_\_\_C\_\_\_\_\_\_\_\_, for looping when the exact number of repetitions is unknown.

a. if loop  
b. counter loop  
c. while loop  
d. then loop

1. Once declared and constructed, the \_\_\_\_\_\_\_\_C\_\_\_\_\_\_\_\_ can be used to assign the formatting pattern to a specific value.

a. class() method  
b. decimal() method  
c. format() method  
d. output() method

1. The \_\_\_\_\_\_\_\_\_B\_\_\_\_\_\_\_\_\_\_ changes the color of the text used in the applet window.

a. colorOp() method  
b. setForeground() method  
c. setBackground() method  
d. colorFocus() method

Chapter 4 – True/False

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

|  |  |  |
| --- | --- | --- |
| T | F | 1. Neither selection structures nor repetition structures are considered to be control structures. |
| T | F | 2. Modularity is a characteristic of a program in which a larger program’s source code is broken down into smaller sections of source code. |
| T | F | 3. The call is a line of code stating the name of the method, followed by any data needed by the method in the form of arguments enclosed in parentheses. |
| T | F | 4. A condition is a JavaType expression that evaluates to true or false. |
| T | F | 5. Single-line statements cannot be nested, or completely included, within another if statement. |
| T | F | 6. A NumberFormatException indicates an operation attempted to use a number in an illegal format. |
| T | F | 7. Input from the user should be checked for reasonableness. |
| T | F | 8. The DecimalFormat class only formats numbers ending in 5,7, or 9. |
| T | F | 9. ItemListener can be added to an applet to listen for when the user clicks components such as check boxes. |
| T | F | 10. Color() method takes a single argument, which is a number in the range of 0 to 365 that corresponds to a specific color. |

Chapter 4 – Short Answer

Instructions: Fill in the best answer.

1. A(n) \_\_\_\_\_\_\_\_Checked Exception\_\_\_\_\_\_\_\_\_\_\_ is one in which the compiler checks each method during compilation to ensure that each method has a handler.
2. The \_\_\_catch statement\_\_\_\_\_\_\_\_\_\_\_\_\_ consists of the keyword followed by a parameter declaration that identifies the type of exception being caught and an identifier name in parentheses.
3. Checking \_\_\_validity\_\_\_\_\_\_\_\_\_\_ involves testing data to ensure that it uses the correct data type.
4. When Java repeats a certain section of code it’s called \_\_\_\_\_repetition structure\_\_\_\_\_\_\_\_\_\_\_\_.
5. A(n) \_\_\_\_\_\_\_\_if…else structure\_\_\_\_\_\_\_ is a type of selection structure that allows for more than two choices when the condition is evaluated.
6. Java uses a switch statement to evaluate a(n) \_\_\_\_\_integer\_\_\_\_\_\_\_\_ expression or value then conditionally perform statements.
7. Control is transferred to a \_\_\_\_\_case statement\_\_\_\_\_\_\_\_\_\_\_ that has a value following the case

keyword that matches the value evaluated by the switch statement.

1. Each case statement contains a \_\_\_\_break statement\_\_\_\_\_\_\_\_\_\_\_\_ at the end, which forces an exit of the structure when a match is found.
2. A \_\_\_pattern\_\_\_\_\_\_\_\_\_\_\_ is used to create a named String using the DecimalFormat() method.
3. The two different kinds of Checkboxes in Java are the traditional Checkbox and the \_\_\_\_CheckboxGroup\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.