

Started on Monday, 26 March 2018, 10:14 PM**State** Finished**Completed on** Tuesday, 10 April 2018, 4:52 PM**Time taken** 14 days 18 hours**Marks** 32.07/34.00**Grade** 94.33 out of 100.00**Question 1**

Correct

Mark 1.00 out of 1.00

Match each term with its correct definition.

Statement	Part of a program that species one step of an algorithm. ▼
Executable	Another name for object code that is ready to run on specific hardware. ▼
Print statement	A statement that causes output to be displayed on the screen. ▼
Object code	The output of the compiler, after translating the program. ▼
String	A sequence of characters; the primary data type for text ▼
Byte code:	A special kind of object code used for Java programs ▼
Newline	A special character signifying the end of a line of text. Also known as line ending, end of line (EOL), or line break. ▼
Interpret	To run a program in a high-level language by translating it one Line at a time and immediately executing the corresponding instructions. ▼
Method	A named sequence of statements. ▼

Your answer is correct.

The correct answer is: Statement – Part of a program that species one step of an algorithm., Executable – Another name for object code that is ready to run on specific hardware., Print statement – A statement that causes output to be displayed on the screen., Object code – The output of the compiler, after translating the program., String – A sequence of characters; the primary data type for text, Byte code: – A special kind of object code used for Java programs, Newline – A special character signifying the end of a line of text. Also known as line ending, end of line (EOL), or line break., Interpret – To run a program in a high-level language by translating it one Line at a time and immediately executing the corresponding instructions., Method – A named sequence of statements.

Question 2

Correct

Mark 1.00 out of 1.00

_____ is the process of formulating a problem, finding a solution, and expressing the solution

Select one:

- ☐ a. Creating algorithims
- ☐ b. Object code
- ☒ c. Problem solving ✓
- ☐ d. Programming

The correct answer is: Problem solving

Question 3

Correct

Mark 1.00 out of 1.00

A programming language that is designed to be easy for a computer to run is known as.

Select one:

- ☐ a. Portable
- ☐ b. Computer science
- ☐ c. High-level language
- ☒ d. Low-level language ✓

The correct answer is: Low-level language

Question 4

Correct

Mark 1.00 out of 1.00

A programming language that is designed to be easy for humans to read and write is known as.

Select one:

- ☐ a. Portable
- ☐ b. Low-level language
- ☒ c. High-level language ✓
- ☐ d. Computer science

The correct answer is: High-level language

Question 5

Correct

Mark 1.00 out of 1.00

What does the command javac do

Select one:

- ☐ a. Perform a procedure or formula for solving a problem, with or without a computer.
- ☐ b. Creates a named sequence of statements.
- ☒ c. Translate a program in a high-level language into a low-level Language, all at once, in preparation for later execution. ✓
- ☐ d. Run a program in a high-level language by translating it one line at a time and immediately executing the corresponding instructions.

The correct answer is: Translate a program in a high-level language into a low-level Language, all at once, in preparation for later execution.

Question 6

Correct

Mark 1.00 out of 1.00

Which of the options below is a special kind of object code used for Java programs.

Select one:

- ☐ a. Method
- ☒ b. Byte code ✓
- ☐ c. Executable
- ☐ d. Source code

The correct answer is: Byte code

Question 7

Correct

Mark 1.00 out of 1.00

Which option below refers to a sequence of instructions that specifies how to perform tasks on a computer.

Select one:

- ☒ a. A Program ✓
- ☐ b. An Interpreter
- ☐ c. An Algorithm
- ☐ d. Byte code

The correct answer is: A Program

Question 8

Correct

Mark 1.00 out of 1.00

Which option below refers to a procedure or formula for solving a problem, with or without a computer.

Select one:

- ☐ a. Byte code
- ☐ b. An Interpreter
- ☒ c. Algorithm ✓
- ☐ d. Programming

The correct answer is: Algorithm

Question 9

Correct

Mark 1.00 out of 1.00

A ✓ is an error in a program .

The correct answer is: Bug

Question 10

Correct

Mark 1.00 out of 1.00

A comment part of a program that contains information about the program but has no effect when the program runs.

Select one:

- ☒ True ✓
- ☐ False

The correct answer is 'True'.

Question 11

Correct

Mark 1.00 out of 1.00

Byte code is similar to a low-level language, but it is portable like a high-level language.

Select one:

- ☒ True ✓
- ☐ False

The correct answer is 'True'.

Question 12

Correct

Mark 1.00 out of 1.00

Debugging is the process of finding and removing errors.

Select one:

- ☒ True ✓
- ☐ False

The correct answer is 'True'.

Question 13

Correct

Mark 1.00 out of 1.00

All variables have a type, which is declared when the variable is created.

Select one:

- ☒ True ✓
- ☐ False

The correct answer is 'True'.

Question 14

Correct

Mark 1.00 out of 1.00

Concatenate means to join two values, often strings, end-to-end.

Select one:

- ☒ True ✓
- ☐ False

The correct answer is 'True'.

Question 15

Correct

Mark 1.00 out of 1.00

Floating-point is a data type that represents numbers with an integer part and a fractional part.

Select one:

- ☒ True ✓
- ☐ False

The correct answer is 'True'.

Question 16

Correct

Mark 1.00 out of 1.00

In Java, every value dose not have a type.

Select one:

- ☐ True
- ☒ False ✓

The correct answer is 'False'.

Question 17

Correct

Mark 1.00 out of 1.00

You can use keywords (like public, class, and void) as variable names.

Select one:

- ☐ True
- ☒ False ✓

The correct answer is 'False'.

Question 18

Correct

Mark 1.00 out of 1.00

The structure of a program; the arrangement of the words and symbols it contains.

Answer: 

The correct answer is: Syntax

Question 19

Correct

Mark 1.00 out of 1.00

A ✓ is a named storage location for values.

The correct answer is: variable

Question 20

Incorrect

Mark 0.00 out of 1.00

A Logic error is an error in a program that makes it do something other than what the programmer intended.

Answer: 

The correct answer is: true

Question 21

Correct

Mark 1.00 out of 1.00

_____ means to To analyze the structure of a program; what the compiler does first.

Select one:

- ☐ a. Shifting
- ☐ b. Compilation
- ☒ c. Parse ✓
- ☐ d. Concatenate

Your answer is correct.

The correct answer is: Parse

Question 22

Correct

Mark 1.00 out of 1.00

_____ can be a number, string, or other data that can be stored in a variable.

Select one:

- ☐ a. Declaration
- ☒ b. Value ✓
- ☐ c. Expression
- ☐ d. Type

The correct answer is: Value

Question 23

Correct

Mark 1.00 out of 1.00

_____ (Also called a syntax error) is an error in the source code that makes it impossible

Select one:

- ☐ a. to compile.{
- ☐ b. Machine Error
- ☐ c. Human error
- ☐ d. Run-time error
- ☒ e. Compile-time error ✓

The correct answer is: Compile-time error

Question 24

Correct

Mark 1.00 out of 1.00

Which error below is know as a know as a type of error in a program that makes it impossible to run to Completion.

Select one:

- ☐ a. Compile-time error
- ☒ b. Run-time error ✓
- ☐ c. Logic error
- ☐ d. Machine Error

The correct answer is: Run-time error

Question **25**
Partially correct
Mark 0.57 out of 1.00

Match each word with its correct definition.

Type	Determines which values variables can have	▼	✓
Expression	A combination of variables, operators, and values that represents a single value	▼	✓
Assignment	A statement that gives a value to a variable	▼	✓
State	A statement that creates a new variable and specifies its type	▼	✗
Declaration	A statement that creates a new variable and specifies its type	▼	✓
Composition	Choose...	▼	
Initialize	Choose...	▼	

Your answer is partially correct.

You have correctly selected 4.

The correct answer is: Type – Determines which values variables can have, Expression – A combination of variables, operators, and values that represents a single value, Assignment – A statement that gives a value to a variable, State – The variables in a program and their current values, Declaration – A statement that creates a new variable and specifies its type, Composition – The ability to combine simple expressions and statements into compound expressions and statements, Initialize – To assign a variable for the first time

Question **26**
Correct
Mark 1.00 out of 1.00

A Token can be a basic element of a program, such as a word, space, symbol, or number.

Select one:

- ☒ True ✓
☐ False

The correct answer is 'True'.

Question **27**
Correct
Mark 1.00 out of 1.00

A Library is a collection of packages and classes that are available for use in other programs.

Select one:

- ☒ True ✓
☐ False

The correct answer is 'True'.

Question **28**
Correct
Mark 1.00 out of 1.00

A Literal is a value that appears in source code. For example, "Hello" is a string literal and 74 is an integer literal.

Select one:

- ☒ True ✓
☐ False

The correct answer is 'True'.

Question **29**
Correct
Mark 1.00 out of 1.00

Which is a package

Select one:

- ☐ a. score + (levelCompleted * bonus);
- ☐ b. System.out.print("Enter the length of the box: ");
- ☐ c. public static void main(String[] args);
- ☒ d. java.util.Scanner ✓
- ☐ e. int finalScore

The correct answer is: java.util.Scanner

Question **30**
Correct
Mark 1.00 out of 1.00

Which is a statement that allows programs to use classes defined other packages.

Select one:

- ☐ a. Class statment
- ☒ b. The Import statement ✓
- ☐ c. Literal Statment
- ☐ d. Print statment

The correct answer is: The Import statement

Question **31**
Correct
Mark 1.00 out of 1.00

Which option is the Modulus operator?

Select one:

- ☐ a. !
- ☒ b. % ✓
- ☐ c. !
- ☐ d. /

The correct answer is: %

Question **32**
Correct
Mark 1.00 out of 1.00

Match each definition with correct its term.

Address	The location of a value in computer memory, often represented as a hexadecimal integer.	▼ ✓
Type cast	An operation that explicitly converts one data type into another. In Java it appears as a type name in parentheses, like (int	▼ ✓
Literal	A value that appears in source code	▼ ✓
Constant	A variable, declared final, whose value cannot be changed.	▼ ✓
Format specifier	A special code that begins with a percent sign and specifies the data type and format of the corresponding value.	▼ ✓
Format string	A string passed to printf to specify the format of the output	▼ ✓
Magic number	A number that appears without explanation as part of an expression. It should generally be replaced with a constant.	▼ ✓

Your answer is correct.

The correct answer is: Address – The location of a value in computer memory, often represented as a hexadecimal integer., Type cast – An operation that explicitly converts one data type into another. In Java it appears as a type name in parentheses, like (int, Literal – A value that appears in source code, Constant – A variable, declared final, whose value cannot be changed., Format specifier – A special code that begins with a percent sign and specifies the data type and format of the corresponding value., Format string – A string passed to printf to specify the format of the output, Magic number – A number that appears without explanation as part of an expression. It should generally be replaced with a constant.

Question **33**

Correct

Mark 1.00 out of 1.00

Match each Operator with its type.

> < == !+ Relational ✓

|| && Logical ✓

* / % Arithmetic ✓

+ - = += -= Assignment ✓

Your answer is correct.

The correct answer is:

> < == !+

- Relational,

|| &&

- Logical,

* / %

- Arithmetic,

+ - = += -=

- Assignment

Question 34

Partially correct

Mark 0.50 out of 1.00

Match each term with its correct definition.

Flow of execution:	The order in which Java executes methods and statements. It may not necessarily be from top to bottom, left to right	✓
Parameter passing:	The process of assigning an argument value to a parameter variable.	✓
Argument	A value that you provide when you invoke a method.	✓
Frame:	The first line of a method that defines its name, return type, and parameters.	✗
Invoke	To cause a method to execute. Also known as "calling" a method.	✓
Local variable:	To cause a method to execute. Also known as "calling" a method.	✗
Javadoc:	A tool that reads Java source code and generates documentation in HTML format.	✓
Stack diagram:	A piece of information that a method requires before it can run.	✗
Parameter	The first line of a method that defines its name, return type, and parameters.	✗
Documentation	Comments that describe the technical operation of a class or method. nes its name, return type, and	✓
Documentation:	Comments that describe the technical operation of a class or method. nes its name, return type, and	✗
Signature:	A piece of information that a method requires before it can run.	✗

Your answer is partially correct.

You have correctly selected 6.

The correct answer is: Flow of execution: – The order in which Java executes methods and statements. It may not necessarily be from top to bottom, left to right, Parameter passing: – The process of assigning an argument value to a parameter variable., Argument – A value that you provide when you invoke a method., Frame: – : In a stack diagram, a representation of the variables and parameters for a method, along with their current values., Invoke – To cause a method to execute. Also known as "calling" a method., Local variable: – A variable declared inside a method. Local variables cannot be accessed from outside their method., Javadoc: – A tool that reads Java source code and generates documentation in HTML format., Stack diagram: – A graphical representation of the variables belonging to each method. The method calls are "stacked" from top to bottom, in the flow of execution., Parameter – A piece of information that a method requires before it can run., Documentation – Comments that describe the technical operation of a class or method. nes its name, return type, and, Documentation: – Comments that describe the technical operation of a class or method., Signature: – The first line of a method that defines its name, return type, and parameters.