Started on	Sunday, 15 April 2018, 9:42 PM
State	Finished
Completed on	Sunday, 15 April 2018, 10:29 PM
Time taken	46 mins 59 secs
Marks	34.00/34.00
Grade	**100.00** out of 100.00

Question 1

Correct

Mark 1.00 out of 1.00

Match each term with its correct definition.

Interpret

> To run a program in a high-level language by translating it one Line at a time and immediately executing the corresponding instructions. ▼

✓

String

> A sequence of characters; the primary data type for text ▼

✓

Newline

> A special character signifying the end of a line of text. Also known as line ending, end of line (EOL), or line break. ▼

✓

Statement

> Part of a program that species one step of an algorithm. ▼

✓

Byte code:

> A special kind of object code used for Java programs ▼

✓

Object code

> The output of the compiler, after translating the program. ▼

✓

Method

> A named sequence of statements. ▼

✓

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. ▼

✓

Your answer is correct.

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

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. Object code
- ○ b. Programming
- ○ c. Creating algorthims
- ● d. Problem solving ✓

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. High-level language
- ● c. Low-level language ✔
- ○ d. Computer science

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 know as.

Select one:

- ● a. High-level language ✔
- ○ b. Portable
- ○ c. Low-level language
- ○ d. Computer science

The correct answer is: High-level language

Question 5

Correct

Mark 1.00 out of 1.00

What dose the command Javac do

Select one:

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

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. Byte code
- ● b. A Program ✔
- ○ c. An Interpter
- ○ d. An Algorithm

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. Algorithm ✔
- ○ b. Byte code
- ○ c. Programming
- ○ d. An Interpter

The correct answer is: Algorithm

Question 9

Correct

Mark 1.00 out of 1.00

A | bug | ✔ 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: syntax ✓

The correct answer is: Syntax

Question 19

Correct

Mark 1.00 out of 1.00

A variable ✓ is a named storage location for values.

The correct answer is: variable

Question 20

Correct

Mark 1.00 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: true ✓

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. Concatenate
- ● b. Parse ✓
- ○ c. Shifting
- ○ d. Compiliation

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. Type
- ○ c. Expression
- ● d. Value ✓

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. Run-time error
- ○ b. to compile.{
- ● c. Compile-time error ✓
- ○ d. Machine Error
- ○ e. Human 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. Logic error
- ● b. Run-time error ✓
- ○ c. Machine Error
- ○ d. Compile-time error

The correct answer is: Run-time error

Match each word with its correct definition.

| Assignment | A statement that gives a value to a variable | ▼ | ✓ |

| State | The variables in a program and their current values | ▼ | ✓ |

| Composition | The ability to combine simple expressions and statements into compound expressions and statements | ▼ | ✓ |

| Expression | A combination of variables, operators, and values that represents a single value | ▼ | ✓ |

| Initialize | To assign a variable for the first time | ▼ | ✓ |

| Type | Determines which values variables can have | ▼ | ✓ |

| Declaration | A statement that creates a new variable and specifies its type | ▼ | ✓ |

Your answer is correct.

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

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'.

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'.

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'.

Which is a package

Select one:

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

The correct answer is: java.util.Scanner

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

Select one:

- a. Literal Statment
- b. The Import statement ✔
- c. Print statment
- d. Class statment

The correct answer is: The Import statement

Which option is the Modulus opperator?

Select one:

- a. % ✔
- b. !
- c. /
- d. !

The correct answer is: %

Match each definition with correct its term.

Literal	A value that appears in source code	✔
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.	✔
Format specifier	A special code that begins with a percent sign and specifies the data type and format of the corresponding value.	✔
Type cast	An operation that explicitly converts one data type into another. In Java it appears as a type name in parentheses, like (int	✔
Constant	A variable, declared final, whose value cannot be changed.	✔
Address	The location of a value in computer memory, often represented as a hexadecimal integer.	✔

Your answer is correct.

The correct answer is: Literal – A value that appears in source code, 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., Format specifier – A special code that begins with a percent sign and specifies the data type and format of the corresponding value., Type cast – An operation that explicitly converts one data type into another. In Java it appears as a type name in parentheses, like (int, Constant – A variable, declared final, whose value cannot be changed., Address – The location of a value in computer memory, often represented as a hexadecimal integer.

Match each Operator with its type.

|| &&   [Logical ▼] ✓

+ - = += -=   [Assignment ▼] ✓

* / %   [Arithmatic ▼] ✓

> < == !+   [Relational ▼] ✓

Your answer is correct.

The correct answer is:

|| &&

– Logical,

+ - = += -=

– Assignment,

* / %

– Arithmatic,

> < == !+

– Relational

Match each term with its correct definition.

Documentation:

Comments that describe the technical operation of a class or method.

✓

Parameter

A piece of information that a method requires before it can run.

✓

Invoke

To cause a method to execute. Also known as \calling" a method.

✓

Signature:

The first line of a method that defines its name, return type, and parameters.

✓

Frame:

: In a stack diagram, a representation of the variables and parameters for a method, along with their current values.

✓

Javadoc:

A tool that reads Java source code and generates documentation in HTML format.

✓

Documentation

Comments that describe the technical operation of a class or method.nes its name, return type, and

✓

Local variable:

A variable declared inside a method. Local variables cannot be accessed from outside their method.

✓

Parameter passing:

The process of assigning an argument value to a parameter variable.

✓

Argument

A value that you provide when you invoke a method.

✓

Flow of execution:

The order in which Java executes methods and statements. It may not necessarily be from top to bottom, left to right

✓

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 executio

✓

Your answer is correct.

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