



Review Test Submission: Quiz 4 rev

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Course	ITM311-IT311_02_Parent.16F
Test	Quiz 4 rev
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Status	Completed
Attempt Score	75 out of 100 points
Time Elapsed	30 minutes out of 2 hours
Results Displayed	All Answers, Correct Answers, Incorrectly Answered Questions

Question 1

5 out of 5 points



When working with logical operators, you can always use ____ to change precedence.

- Answers: ☒ a. parentheses
- b. break statements
- c. semicolons
- d. conditional operators

Question 2

5 out of 5 points



You write pseudocode in everyday language, not the syntax used in a programming language.

- Answers: ☒ True
- False

Question 3

5 out of 5 points



A(n) ____ is a series of `if` statements that determine whether a value falls within a specified range.

- Answers: a. scope check
- b. range test
- ☒ c. range check

d. if check

Question 4

5 out of 5 points



```
if (quotaAmt > 100 || sales > 100 && productCode == "C")  
    bonusAmt = 50;
```

When the above code is executed, which operator is evaluated first?

- Answers:
- a. =
 - b. ? :
 - c. ||
 - ☒ d. &&

Question 5

0 out of 5 points



When you execute an `if...else` statement, only one of the resulting actions takes place depending on the evaluation of the ____ following the `if`.

- Answers:
- a. independent statement
 - b. `else` statement
 - c. keyword
 - ☒ d. Boolean expression

Question 6

5 out of 5 points



The simplest statement you can use to make a decision is the ____ statement.

- Answers:
- a. Boolean
 - b. `true false`
 - ☒ c. `if`
 - d. `this`

Question 7

5 out of 5 points



You can use the ____, which is written as `||`, if you want some action to occur when at least one of two conditions is true.

Answers: ☒ a. conditional OR operator

b. logical AND operator

c. switch statement

d. range check

Question 8

5 out of 5 points



When you use nested `if` statements, you must pay careful attention to placement of any `else` clauses.

Answers: ☒ True

False

Question 9

0 out of 5 points



Match each term with the correct statement below.

Question

Correct Match

`true` and `false`

☒ c. Boolean values

A double equal sign

☒ d. equality

Two possible courses of action

☒ g. dual-alternative

Two ampersands

☒ i. logical AND operator

Used in the OR operator

☒ f. pipes

`>` or `<`

☒ a. relational operator

An alternative to using a series of nested `if` statements

☒ e. switch statement

Separated with a question mark and a colon

☒ b. conditional operator

The logical NOT operator

☒ h. `!`

All Answer Choices

a. relational operator

b. conditional operator

c. Boolean values

d. equality

e. switch statement

f. pipes

g. dual-alternative

h. `!`

i. logical AND operator

Question 10

5 out of 5 points



The AND operator is written as two ____.



Answers: a. equal signs

☒ b. ampersands

c. asterisks

d. plus signs

Question 11

5 out of 5 points



The compiler does not take indentation into account when compiling code, but consistent indentation can help readers understand a program's ____.



Answers: a. decision

b. class

c. machine language

☒ d. logic

Question 12

5 out of 5 points



The ____ operator is always evaluated before the OR operator.



Answers: ☒ a. AND

b. Assignment

c. Logical

d. Conditional

Question 13

5 out of 5 points



An alternative to using a Boolean expression, such as `someVariable == 10`, is to store the Boolean expression's value in a Boolean variable.



Answers: ☒ True

False

Question 14

5 out of 5 points

When you create a block, you must place multiple statements within it.



Answers: True

☒ False

Question 15

5 out of 5 points



When you use the `&&` operator, you must include a complete _____ on each side.

- Answers:
- a. variable
 - b. operator
 - c. mathematical expression
 - ☒ d. Boolean expression

Question 16

0 out of 5 points



A(n) _____ statement is the decision structure you use when you need to take one or the other of two possible courses of action.

- Answers:
- a. `if...else`
 - b. Boolean
 - c. single-alternative `if`
 - ☒ d. dual-alternative `if`

Question 17

0 out of 5 points



When using equals and not equals for comparisons with objects, you compare the objects' _____ instead of actual values.

- Answers:
- a. reference fields
 - b. primitive data types
 - c. Boolean values
 - ☒ d. memory addresses

Question 18

5 out of 5 points



You can leave out the _____ statements in a `switch` structure.

- Answers:
- a. `case`
 - b. `switch`
 - c. `if`

☒ d. break

Question 19

5 out of 5 points



The ____ requires three expressions separated with a question mark and a colon.

Answers:

a. flowchart

☒ b. conditional operator

c. conditional statement

d. sequence structure

Question 20

0 out of 5 points



In the switch structure, break is followed by one of the possible values for the test expression and a colon.

Answers: True

☒ False

Tuesday, October 4, 2016 10:00:05 PM CDT

← OK