



Review Test Submission: Midterm Extra Credit

User	Erick Cabrera
Course	ITM311-IT311_02_Parent.16F
Test	Midterm Extra Credit
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Status	Completed
Attempt Score	90 out of 100 points
Time Elapsed	167 hours, 44 minutes

Question 1

2 out of 2 points

What is the value of `result` after the following statement is executed?

```
int result = 2 + 3 * 4;
```

Question 2

2 out of 2 points

If an object's methods are well written, the user is unaware of the low-level details of how the methods are executed, and the user must simply understand the interface or interaction between the method and the object.

Question 3

2 out of 2 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.

Question 4

2 out of 2 points

Use a(n) `____` loop to execute a body of statements continually as long as the Boolean expression that controls entry into the loop continues to be `true`.

Question 5

2 out of 2 points

The `String` class ____ method evaluates the contents of two `String` objects to determine if they are equivalent.

Question 6

2 out of 2 points

After a successful compile, you can run the class file on any computer that has a ____.

Question 7

0 out of 2 points

When an object of one class is a data field within another class, they are related by ____.

Question 8

2 out of 2 points

In Java, the reserved keyword ____ means that a method is accessible and usable even though no objects of the class exist.

Question 9

2 out of 2 points

A variable can hold more than one value at a time.

Question 10

2 out of 2 points

Methods used with object instantiations are called ____ methods.

Question 11

2 out of 2 points

The ____ statement is useful when you need to test a single variable against a series of exact integer, character, or string values.

Question 12

2 out of 2 points

As long as methods do not depend on one another, ____ is a technique that can improve loop performance by combining two loops into one.

Question 13

0 out of 2 points

If you try to use an index that is less than 0 or less than the index of the last position in the `StringBuilder` object, you cause an error known as an exception and your program terminates.

Question 14

2 out of 2 points

Which of the following is NOT a component of a variable declaration statement?

Question 15

2 out of 2 points

Although not required, it is common procedure to align the keyword `if` with the keyword `else`.

Question 16

2 out of 2 points

A(n) ____ comparison is based on the integer Unicode values of the characters.

Question 17

2 out of 2 points

The **byte** and **short** data types occupy less memory and can hold only smaller values.

Question 18

2 out of 2 points

The ____ operator is always evaluated before the OR operator.

Question 19

0 out of 2 points

When you compare `Strings` with the `==` operator, you are comparing their values, not their memory addresses.

Question 20

2 out of 2 points

In a `do...while` loop, the loop will continue to execute until ____.

Question 21

2 out of 2 points

```
public class First
{
    public static void main(String[] args)
    {
        System.out.println("First Java application");
    }
}
```

Given the above code, which item identifies the name of the class?

Question 22

2 out of 2 points

The order of the conditional expressions in the following is most important within a(n) ____ loop.

```
while(requestedNum > LIMIT || requestedNum < 0)...
```

Question 23

2 out of 2 points

When you must determine whether a `String` is empty, it is more efficient to compare its length to 0 than it is to use the `equals ()` method.

Question 24

2 out of 2 points

You can use the asterisk (*) as a ____, which indicates that it can be replaced by any set of characters.

Question 25

2 out of 2 points

A `StringBuilder` object contains a memory block called a ____, which might or might not contain a string.

Question 26

0 out of 2 points

Besides `Double` and `Integer`, other wrapper classes such as `Float` and `Long` also provide ____ methods that convert `Strings` to the wrapper types.

Question 27

2 out of 2 points

____ is the process the compiler uses to divide your source code into meaningful portions; the message means that the compiler was in the process of analyzing the code when the end of the file was encountered prematurely.

Question 28

2 out of 2 points

When an application contains just one version of a method, you can call the method using a(n) ____ of the correct data type.

Question 29

2 out of 2 points

You must use the Java interpreter to translate the bytecode into executable statements before running a Java application.

Question 30

2 out of 2 points

```
public class First
{
    public static void main(String[] args)
    {
        System.out.println("First Java application");
    }
}
```

Given the above code, which item identifies that the method will work without instantiating an object of the class?

Question 31

2 out of 2 points

_____ involves using one term to indicate diverse meanings, or writing multiple methods with the same name but with different parameter lists.

Question 32

2 out of 2 points

When you multiply an `int` and a `double`, the result is the `int`.

Question 33

2 out of 2 points

A variable comes into existence, or _____, when you declare it.

Question 34

2 out of 2 points

The _____ method executes first in an application, regardless of where you physically place it within its class.

Question 35

2 out of 2 points

An application's `main()` method must have a `void` return type.

Question 36

2 out of 2 points

How many times will `outputLabel` be called?

```
for(customer = 1; customer <= 20; ++customer)
    for(color = 1; color <= 3; ++color)
        outputLabel();
```

Question 37

2 out of 2 points

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

Question 38

2 out of 2 points

The method header of the `equals()` method within the `String` class is ____.

Question 39

0 out of 2 points

In order to allocate the needed memory for an object, you must use the ____ operator.

Question 40

2 out of 2 points

It is best to use the ____ available text editor when writing Java programs.

Question 41

2 out of 2 points

A method header is also called a(n) ____.

Question 42

2 out of 2 points

In order to improve loop performance, it's important to make sure the loop does not include unnecessary operations or statements.

Question 43

2 out of 2 points

Although it is possible to block statements that depend on an `if`, you cannot likewise block statements that depend on an `else`.

Question 44

2 out of 2 points

A data item is ____ when it cannot be changed while a program is running.

Question 45

2 out of 2 points

When they have the same name, variables within ____ of a class override the class's fields.

Question 46

2 out of 2 points

Many seasoned programmers start counter values at 1 because they are used to doing so when working with arrays.

Question 47

2 out of 2 points

A loop that never ends is called a(n) ____ loop.

Question 48

2 out of 2 points

In Java, when a numeric variable is concatenated to a `String` using the ____, the entire expression becomes a `String`.

Question 49

2 out of 2 points

You can write your own constructor methods; but when you don't write a constructor method for a class object, Java writes one for you.

Question 50

2 out of 2 points

A ____ is a class for storing and manipulating changeable data that is composed of multiple characters.

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