| Illinois Tech | Student |

👤 Erick Cabrera   4 ▼

🏠 | Exams & Quizzes   **Review Test Submission: Quiz 3**

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User	Erick Cabrera
Course	ITM311-IT311_02_Parent.16F
Test	Quiz 3
Started	9/18/16 10:24 PM
Submitted	9/18/16 11:11 PM
Due Date	9/24/16 11:59 PM
Status	Completed
Attempt Score	68 out of 100 points
Time Elapsed	47 minutes out of 2 hours
Results Displayed	All Answers, Submitted Answers, Correct Answers

Question 1   4 out of 4 points

A method can receive _____ arguments, even if it is defined as needing `double` arguments.

Selected Answer: ✅ a. integer

Answers: ✅ a. integer

b. send

c. string

d. constructor

Question 2   4 out of 4 points

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

Selected Answer: ✅ a. wildcard symbol

Answers: ✅ a. wildcard symbol

b. character symbol

c. magic number

d. placeholder

Question 3

4 out of 4 points

Within any class or method, the code between a pair of curly braces is called a(n) _____.

Selected Answer: ✅ d. block

Answers: a. argument

                    b. overload

                    c. scope

                    ✅ d. block

Question 4

0 out of 4 points

The arguments in a method call are often referred to as _____.

Selected Answer: ❌ a. concept parameters

Answers: a. concept parameters

                    b. argument lists

                    ✅ c. actual parameters

                    d. constants

Question 5

0 out of 4 points

After an object has been instantiated, its methods can be accessed using the object's _____, a dot, and a method call.

Selected Answer: ❌ b. class

Answers: a. output

                    b. class

                    ✅ c. identifier

                    d. operator

Question 6

4 out of 4 points

For ease in locating class methods, many programmers store them in _____ order.

Selected Answer: ✅ d. alphabetical

Answers: a. numeric

                    b. type

                    c. chronological

✓ d. alphabetical

Question 7

4 out of 4 points

Every object is a _____ of a more general class.

Selected Answer: ✓ a. member

Answers: ✓ a. member

    b. constant

    c. field

    d. method

Question 8

4 out of 4 points

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

Selected Answer: ✓ b. `main()`

Answers: a. `execute()`

   ✓ b. `main()`

    c. `run()`

    d. `start()`

Question 9

0 out of 4 points

A locally declared variable always _____ another variable with the same name elsewhere in the class.

Selected Answer: ✗ c. uses

Answers: a. creates

   ✓ b. masks

    c. uses

    d. deletes

Question 10

0 out of 4 points

_____ is a principle of object-oriented programming that describes the encapsulation of method details within a class.

Selected Answer: ✗ a. Instantiation

Answers: a. Instantiation

               ✓ b. Implementation hiding

               c. An interface

               d. A calling method

Question 11

4 out of 4 points

The name of the _____ is always the same as the name of the class whose objects it constructs.

Selected Answer: ✓ a. constructor

Answers: ✓ a. constructor

                   b. method

                   c. variable

                   d. argument

Question 12

0 out of 4 points

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

Selected Answer: ✗ a. is referenced

Answers: a. is referenced

                   b. goes out of scope

                   ✓ c. comes into scope

                   d. overrides scope

Question 13

4 out of 4 points

A block can exist entirely within another block or entirely outside and separate from another block, and sometimes blocks can overlap.

Selected Answer: ✓ False

Answers: True

                   ✓ False

Question 14

0 out of 4 points

If you give the same name to a class's instance field and to a local method variable, the instance variable overrides the method's local variable.

Selected Answer: ✗ True

Answers: True

✅ False

Question 15

4 out of 4 points

A method's identifier must be more than one word, must have embedded spaces, and can be a Java keyword.

Selected Answer: ✅ False

Answers: True

✅ False

Question 16

0 out of 4 points

It is not necessary to create an instance of the `Math` class because the constants and methods of the class are _____.

Selected Answer: ❌ b. `final`

Answers: a. `public`

b. `final`

c. `void`

✅ d. `static`

Question 17

4 out of 4 points

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

Selected Answer: ✅ a. `new`

Answers: ✅ a. `new`

b. `main`

c. `return`

d. `type`

Question 18

4 out of 4 points

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

Selected Answer: ✅ False

Answers: True

✅ False

Question 19

4 out of 4 points

Application classes frequently instantiate objects that use the objects of other classes.

Selected Answer: ✓ True

Answers: ✓ True

                 False

Question 20   4 out of 4 points

You can overload methods correctly by providing different parameter lists for methods with the same name.

Selected Answer: ✓ True

Answers: ✓ True

                 False

Question 21   4 out of 4 points

Methods used with object instantiations are called _____ methods.

Selected Answer: ✓ b. instance

Answers: a. accessor

                 ✓ b. instance

                 c. static

                 d. internal

Question 22   4 out of 4 points

When calling `this()` from a constructor, it must be the _____ statement within the constructor.

Selected Answer: ✓ c. first

Answers: a. second

                 b. indented

                 ✓ c. first

                 d. ending

Question 23   4 out of 4 points

Method names that begin with _____ and *set* are very typical.

Selected Answer: ✓ b. *get*

Answers: a. *next*

                 ✓ b. *get*

c. *read*

d. *call*

Question 24

4 out of 4 points

A(n) _____ method is a method that creates and initializes class objects.

Selected Answer: ✅ d. constructor

Answers:
    a. non-static

    b. instance

    c. accessor

    ✅ d. constructor

Question 25

0 out of 4 points

When a value is returned from a method, you are required to use the value when the method is called.

Selected Answer: ❌ True

Answers:
    True

    ✅ False

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