Java Proficiency Quiz 2

TOTAL POINTS 4

1.·Look at the following code:

1 / 1 point

```
 1    public class TestClass {
 2
 3        // section 1:
 4        private String testName;
 5
 6        // section 2:
 7        public TestClass( String name, int i ) {
 8            this.testName = name;
 9        }
10
11        // section 3:
12        public void countToThree() {
13            for (int m = 1; m <= 3; m++) {
14                System.out.println( "Count is: " + m );
15            }
16        }
17    }
```

What is defined in the denoted sections of this class?

- ◉ **section 1:** member variable

  section 2: constructor

  section 3: method

- ○ **section 1:** member variable

  section 2: constructor

  section 3: class method

○ **section 1:** member variable

section 2: class method

section 3: method

○ **section 1:** method

section 2: constructor

section 3: member variable

✓ **Correct**

Correct! A member variable is also known as an instance variable.

2. As an established Java convention, what would it mean if the name of a variable was spelled in all uppercase?   **1 / 1 point**

○ The variable is contains a string that has all capital letters.

○ Nothing. There is no such convention, and such a variable is like any other.

⦿ The variable is a constant, whose value should not change.

○ The variable is reserved for use by the Java environment, and you should not refer to it.

✓ **Correct**
Correct!

3. Look at the following code: **1 / 1 point**

```
3
4    switch (errorInteger) {
5        case 150:
6            comment = "Javascript error.";
7        break;
8        case 240:
9            comment = "Comment error.";
10       break;
11       case 300:
12           comment = "Function error.";
13       break;
14       case 200:
15           comment = "New error.";
16       break;
17       default:
18           comment = "No error.";
19       break;
20   }
21   System.out.println( comment );
22
```

What would be the resulting output from this code?

○ Comment error.

○ Function error.

○ Javascript error.

◉ New error.

✓ **Correct**
   Correct!

4. Look at the following class: **1 / 1 point**

```
1    public class Test {
2        private String testName;
3
4        public Test( String name ) {
5            this.testName = name;
6        }
7
8        public setTestName( String name ) {
9            this.testName = name;
10        }
11    }
```

What would be the proper way to construct a Test object with member variable testName initially being "old", then later changed to "new"

○
```
1    Test testObj = new Test( "old" );
2    testObj.testName = "new";
```

○
```
1    Test testName = "old";
2    testName = "new";
```

◉
```
1    Test testObj = new Test( "old" );
2    testObj.setTestName( "new" );
```

○
```
1    Test testObj = new Test( "old" );
2    testObj[testName] = "new";
```

✓ **Correct**
Correct!