Lesson 12 Quiz

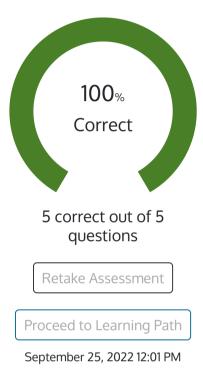
100%

Your grade is determined by your last attempt.

6	Instructions	
	September 25, 2022 12:00 PM	80%
	September 25, 2022 12:01 PM	100%

Retake Assessment

Unlimited Attempts Remaining



- 1. Why does animation in Java use a separate animation thread?
 - A. Without its own thread the animation will freeze.
 - B. Java animation runs intermittently, but it won't run at all without a separate thread.
 - C. Java animation is independent, runs constantly, and can take up a lot of processing time.
 - D. Animation takes up so much processing time that it has to run in its own thread.
- 2. What does the Thread class method sleep() do?
 - A. It causes the computer to pause, or sleep, for a specified amount of time.
 - B. It causes the Java Runtime Engine to pause, or sleep, for a specified amount of time.
- \checkmark C. It causes the active thread to pause, or sleep, for a specified amount of time.
 - D. It causes an application to pause, or sleep, for a specified amount of time.
- 3. Why did our ball class need to know the size of our window since it's much smaller than the window?
- A. So it would know when to change direction and "bounce" off the window's edge.
 - B. So it could make sure the ball is smaller than the window.
 - C. So it could use the window's size to calculate how many balls to create.
 - D. So it could make sure the ball's speed isn't too big for the window.

✓	A. It's a data structure that holds a group of items of the same type.		
	B. It's a structure containing a group of images that you want the program to draw on the screen.		
	C. It's a structure of point coordinates for drawing an image.		
	D. It's a structure that holds any group of items regardless of their types.		
5. If I have an array named myArray, how can I refer to its first element?			
✓	A. myArray[0]		
	B. myArray(1)		
	C. myArray[1]		
	D. myArray(0)		

4. What is an array?

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