Lesson 12 Quiz

Your grade is determined by your last attempt.

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.

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.

4. What is an array?

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)

Instructions