Lesson 8 Quiz

Your grade is determined by your last attempt.

1. What's the difference between class methods and instance methods?

   A. An instance method is associated with a specific object, but a class method isn't.

   B. Instance methods run more quickly than class methods do.

   C. An instance method may work with only individual attributes of an object while a class method can deal only with entire objects.

   D. An instance method always returns a value while a class method does not.

---

2. What does throwing an exception do?

   A. It returns a value to the method that called it.

   B. It interrupts the normal flow of a program's logic.

   C. It allows methods to return more than one value to their callers.

   D. It allows one class to access private data in another class under certain restrictions.

---

3. How can you handle an exception once a program has thrown it?

   A. Create a special exception-handling class that gets loaded when an exception occurs.

   B. Use a try-catch mechanism where the logic that can cause the exception is in the try block and the handler for the exception is in a catch block.

   C. Use a finally block that contains the code to be executed when the exception gets thrown.

   D. Create a catch-and-release process that traps the exception and then releases the rest of the program to run after handling it.

---

4. What's the difference between a runtime exception and a checked exception?

   A. The compiler catches and handles runtime exceptions, while checked exceptions require try-catch blocks of code.

   B. The compiler verifies that the program handles checked exceptions in the code, while the compiler can't check that the program handles runtime exceptions.

   C. The compiler catches and handles checked exceptions, while runtime exceptions require the programmer to create try-catch blocks of code.

   D. Checked exceptions display error messages, while runtime exceptions blow up programs if you don't catch them in a try-catch block.

---

5. What's a call stack?

   A. A list of all the methods in a project.

   B. A list of all the methods that are active at any given time.

   C. The programmer's list of all the methods that create objects from a given class.

   D. The list of all the methods in a class.

Instructions