

✓ **Congratulations! You passed!**

Grade received **100%** To pass 75% or higher

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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:** class method

☐ **section 1:** method

**section 2:** constructor

**section 3:** member variable

☒ **section 1:** member variable

**section 2:** constructor

**section 3:** method

☐ **section 1:** member variable

**section 2:** class method

**section 3:** method



**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 reserved for use by the Java environment, and you should not refer to it.
- ☐ 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 contains a string that has all capital letters.



**Correct**

Correct!

3. Look at the following code:

1 / 1 point

```
1  int errorInteger = 200;
2  String comment;
3
4  switch (errorInteger) {
5      case 150:
6          comment = "Error code 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?

- ☒ New error.
- ☐ Function error.
- ☐ Comment error.
- ☐ Javascript error.

✓ **Correct**  
Correct!

4. Look at the following class:

```
1  public class Test {
2      private String testName;
3
4      public Test( String name ) {
5          this.testName = name;
```

1 / 1 point

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```
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 testName = "old";  
2 testName = "new";
```
- ☐

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

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

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

✓ **Correct**  
Correct!