

# Module 5 Quiz

LATEST SUBMISSION GRADE

100%

1. Of the following, which is the correct syntax to declare an array of 24 **boolean** elements named **arr**? 1 / 1 point

- ☐ `boolean arr = new boolean[24];`
- ☐ `boolean arr[24];`
- ☒ `boolean[] arr = new boolean[24];`
- ☐ `boolean[24] arr = new boolean[24];`
- ☐ `boolean arr[] = new boolean;`

 **Correct**

2. Given the declaration of the 24 element **boolean** array **arr** above, what is the index of the last element of the array? 1 / 1 point

- ☐ 24
- ☐ 25
- ☒ 23
- ☐ 22

 **Correct**

Java arrays use zero-based indexing, where the index of the first array element is zero.

3. If you wanted to initialize the **boolean** array **arr** so that all elements contain the value **true**, you could use the following: **arr.fill(true)**; 1 / 1 point

- ☒ FALSE
- ☐ TRUE

**Correct**

Array objects do not have many methods, and in particular they do not have a `fill()` method. Please review the methods available in the Arrays class.

4. Arrays of class type require a two-phase initialization. One phase to create the array and another phase to create the objects in the array. **1 / 1 point**

☐ FALSE

☒ TRUE

**Correct**

Arrays of class type only contain references to the actual objects.

5. Given an integer array named **arr**, the number of elements in the array can be determined by the following method call: **arr.length()** **1 / 1 point**

☒ FALSE

☐ TRUE

**Correct**

Please review what methods are available in array objects and what data fields are available in them.

6. Which of the following statements is true (pick only one): **1 / 1 point**

☐ An array can be sized dynamically, and it can be resized without allocating a new array.

☒ An array can be sized dynamically, but it cannot be resized without allocating a new array.

☐ An array cannot be sized dynamically when the program is running.

**Correct**

The size of an array is set at runtime but then it is fixed.

7. What is the value of the variable `s` after the following section of code executes?

1 / 1 point

```
1  int s = 0;
2  int [] a = {12, 23, 34, 45, 56};
3  for (int i=1; i<a.length; i++) {
4      s += a[i];
5  }
6
```

☐ 114

☐ 0

☒ 158

☐ 170



**Correct**

Carefully examine the for-loop and where it starts and stops.

8. What type of collection would we use if we wanted no duplicates?

1 / 1 point

☐ Queue

☒ Set

☐ List

☐ Map



**Correct**

Please review the various containers available in the Java Collections Framework in lecture 4 part 1.

9. Examine the following code:

1 / 1 point

```
1  ArrayList<String> list = new ArrayList<String>() ;
2
3  list.add("alpha");
4  list.add("bravo");
5  list.add("charlie");
6  list.add("delta");
7  list.add("echo");
8
```

Which of the following will replace the element **"charlie"** with **"foxtrot"**?

- ☐ `list.set("charlie","foxtrot");`
- ☐ `list.add("foxtrot", list.indexOf("charlie"));`
- ☒ `list.set(list.indexOf("charlie"),"foxtrot");`
- ☐ `list[2] = "foxtrot";`
- ☐ `list.set("foxtrot","charlie");`

**Correct**

In this situation, we want to replace an element rather than add a new element. Review the methods of the ArrayList class in lecture 5.

10. Examine the following code:

1 / 1 point

```
1 ArrayList<String> list = new ArrayList<String>() ;
2
3 list.add("alpha");
4 list.add("bravo");
5 list.add("charlie");
6 list.add("delta");
7 list.add("echo");
8
```

Which of the following will change the list so that it looks like:

```
1 alpha
2 bravo
3 charlie
4 delta
```

- ☐ `list.remove(5);`
- ☐ `list.empty("echo");`
- ☒ `list.remove(list.size()-1);`
- ☐ `list.remove(list.size());`
- ☐ `list.clear("echo");`

**Correct**

In this case we want to delete an element from the ArrayList. There are several ways to do it. Review the methods available in the class.

## 11. Examine the following code:

```
1  ArrayList<String> list = new ArrayList<String>() ;
2
3  list.add("alpha");
4  list.add("bravo");
5  list.add("charlie");
6  list.add("delta");
7  list.add("echo");
8
9  for ( _____ name : _____ ) {
10     out.println( _____ );
11 }
12
```

Fill in the blanks so that all the elements in the ArrayList are printed.

- ☒ `1 String list name`
- ☐ `1 int String name`
- ☐ `1 String list next()`
- ☐ `1 iterator() hasNext() next()`
- ☐ `1 String iterator() next()`



**Correct**

Please review the syntax of the foreach loop in lecture 3

## 12. A HashMap can map keys of any type to values of any type.

1 / 1 point

- ☐ TRUE
- ☒ FALSE



**Correct**

The containers in the Java Collections Framework only store data that are object types. Primitive type data requires the usage of a wrapper class instead

13. Which of the following is **not** a feature/advantage of a HashMap?

1 / 1 point

- ☐ HashMaps have fast insert.
- ☐ HashMaps have fast lookup.
- ☒ HashMaps keep their keys in sorted order.
- ☐ HashMaps can use any object type as a key.

 **Correct**