

Quizlet

NAME _____

87 Multiple choice questions

1. Bool
 - A. variable name
 - B. name of a type
 - C. name of type
 - D. identifier
2. The part of a program where the variable can be referenced
 - A. scope of a variable
 - B. conditional operator
 - C. dot pitch
 - D. dangling else ambiguity
3. method that is applied to objects of Scanner
 - A. nextDouble
 - B. identifier
 - C. runtime error
 - D. data type
4. represents a computation involving values, variables, and operators that, taking them together, evaluates to a value
 - A. Assembler
 - B. nextDouble
 - C. expression
 - D. predecrement
5. ++ placed after variable. uses original variable in expression then increases by 1
 - A. Block Comment
 - B. postincrement
 - C. statement
 - D. runtime error

6. Similar to machine instructions, but can run on any platform with a JVM

- A. compiler
- B. Bytecode
- C. int type
- D. directive

7. escape sequence

- A. operators
- B. \"
- C. preprocessor
- D. IPO

8. Evaluates an expression based on a condition (pg 103)

- A. Application Program Interface (API)
- B. Conditional Expression (? :)
- C. assignment statement
- D. conditional operator

9. translates a Java source file into a Java bytecode file

- A. compiler
- B. operands
- C. Assembler
- D. comment

10. int, real numbers, characters and booleans

- A. concatenate strings
- B. selection statement
- C. primitive data type
- D. assignment statement

11. the kind of data stored in each variable

- A. statement
- B. name of type
- C. data type
- D. variable

12. errors that cause a program to terminate early, an impossible operation is detected

- A. input error
- B. preincrement
- C. runtime error
- D. final keyword

13. =

- A. statement terminator
- B. assignment operator
- C. increment operator
- D. assignment statement

14. casting from a small type to a larger type, this is done manually

- A. selection statement
- B. wildcard import
- C. floating-point number
- D. widening (of types)

15. same as lazy operator - && or || (and, or)

- A. dot pitch
- B. primitive data type
- C. short circuit operator
- D. scope of a variable

16. uses a short descriptive word to represent each of the machine-language instructions

- A. Assembly Language
- B. assignment statement
- C. wildcard import
- D. widening (of types)

17. char

- A. name of type
- B. int type
- C. variable name
- D. name of a type

18. translates source code into machine code

- A. interpreter
- B. data type
- C. predecrement
- D. identifier

19. evaluates to the value to be assigned to a variable (=)

- A. assignment operator
- B. assignment statement
- C. double type
- D. Augmented assignment operators

20. Variable

- A. identifier
- B. input error
- C. preprocessor
- D. String

21. ++ placed before variable. increases variable by one, then uses it in the expression

- A. preincrement
- B. operator precedence
- C. expression
- D. Block Comment

22. \n

- A. name of type
- B. name of a type
- C. variable name
- D. escape character

23. Binary digits

- A. Bit
- B. \"
- C. keyword
- D. Block

24. statements that let you choose actions with alternative choices
- A. scope of a variable
 - B. selection statement
 - C. assignment statement
 - D. widening (of types)
25. determine the order in which operators are evaluated
- A. short circuit operator
 - B. operator associativity
 - C. scope of a variable
 - D. selection statement
26. var++, + and -, casting, !, * / %, + - concaction, (See page 105)
- A. Conditional Expression (? :)
 - B. operator precedence
 - C. narrowing (of types)
 - D. scope of a variable
27. -- placed before variable. decreases variable by one, then uses it in the expression
- A. predecrement
 - B. logic error
 - C. expression
 - D. comment
28. int
- A. directive
 - B. double type
 - C. name of type
 - D. preprocessor
29. An expression that evaluates a Boolean value to be true or false
- A. Boolean Value
 - B. Boolean Expression
 - C. scope of a variable
 - D. operator precedence

30. If you try to store a value in a data type that cannot handle it.

- A. overflow
- B. Literal
- C. operands
- D. dot pitch

31. <, <=, ==, !=, >, >=

- A. boolean operators
- B. concatenate strings
- C. Boolean Value
- D. Relational Operators (Boolean)

32. +, -, *, /, %

- A. data type
- B. operators
- C. Relational Operators (Boolean)
- D. Floating point

33. -- placed after variable. uses original variable in expression then decreases by 1

- A. postdecrement
- B. preincrement
- C. wildcard import
- D. postincrement

34. --

- A. boolean operators
- B. operator precedence
- C. decrement operator
- D. escape character

35. ++

- A. name of type
- B. boolean operators
- C. increment operator
- D. preincrement

36. imports all the classes in a package by using a * (**import java.util.*;**)

- A. runtime error
- B. wildcard import
- C. logic error
- D. input error

37. Occurs when the user inputs a value the program cannot handle

- A. input error
- B. constant
- C. identifier
- D. wildcard import

38. using no breaks in a switch

- A. widening (of types)
- B. fall-through behavior
- C. floating-point number
- D. narrowing (of types)

39. +=, -=, **=, /= and %= (i+= 8 is i = i + 8)

- A. widening (of types)
- B. Application Program Interface (API)
- C. Integrated development environment
- D. Augmented assignment operators

40. checks the validity of a bytecode

- A. input error
- B. bytecode verifier
- C. Boolean Value
- D. runtime error

41. -names that refer to values or names - letters, digits, _ and \$.

-rules for creating a name in a program

- A. runtime error
- B. identifier
- C. preincrement
- D. casting

42. a class name in the system library that contains different java functions

- A. source code/program
- B. long type
- C. util
- D. compiler

43. result from errors in code construction, such as misspellings, wrong punctuation, etc.

- A. input error
- B. operator associativity
- C. syntax error
- D. interpreter

44. 3.14159E1

- A. postincrement
- B. floating point/pi
- C. octa integer
- D. illegal identifier

45. represents a value stored in the computers memory

- A. Bytecode
- B. compiler
- C. variable
- D. nextDouble

46. ;

- A. bytecode verifier
- B. statement terminator
- C. assignment statement
- D. decrement operator

47. !, &&, ||, ^

- A. Floating point
- B. Boolean Expression
- C. boolean operators
- D. Boolean Value

48. denotes a value as a constant

- A. Floating point
- B. final
- C. input error
- D. final keyword

49. a device used to translate assembly-language programs into machine code

- A. keyword
- B. constant
- C. predecrement
- D. Assembler

50. anything inside of a {xxxxxx}

- A. IPO
- B. int type
- C. long type
- D. Block

51. -128 to 127

- A. illegal identifier
- B. octa integer
- C. Byte
- D. byte type

52. real numbers, decimal places, twice as precise as float

- A. input error
- B. logic error
- C. long type
- D. double type

53. 8 bits to 1 byte

- A. Block
- B. byte type
- C. Byte
- D. floating point/pi

54. 075

- A. floating point/pi
- B. name of type
- C. octa integer
- D. illegal identifier

55. import

- A. variable name
- B. name of type
- C. directive
- D. Bytecode

56. a high-level program's code

- A. source code/program
- B. util
- C. operator associativity
- D. syntax error

57. using the (+) sign to combine strings

- A. statement
- B. concatenate strings
- C. assignment statement
- D. floating-point number

58. the values operated on by a operator

- A. overflow
- B. Literal
- C. operands
- D. keywords

59. an operation that converts a value of one data type into a value of another data type

- A. comment
- B. String
- C. casting
- D. statement

60. Constant value directly in a program that stands for itself
- A. Literal
 - B. logic error
 - C. statement
 - D. data type
61. ? : for if statement shorthand
- A. Conditional Expression (? :)
 - B. concatenate strings
 - C. fall-through behavior
 - D. conditional operator
62. an environment for developing Java programs
- A. Integrated development environment
 - B. widening (of types)
 - C. data type
 - D. primitive data type
63. a constant value that appears directly in a program
- A. logic error
 - B. overflow
 - C. literal
 - D. compiler
64. a number in the program that never changes, denoted by "final"
- A. operands
 - B. constant
 - C. double type
 - D. Literal
65. Reserved words that have a specific meaning in java and cannot be used for variables
- A. expression
 - B. nextDouble
 - C. preincrement
 - D. keyword

66. a type
- A. int type
 - B. String
 - C. variable name
 - D. literal
67. consists of a set of separate programs, each invoked from a command line, for developing and testing Java programs
- A. Java Development Toolkit
 - B. widening (of types)
 - C. narrowing (of types)
 - D. postdecrement
68. import statement
- A. final keyword
 - B. runtime error
 - C. predecrement
 - D. preprocessor
69. occurs when a program does not perform the way it was intended to
- A. wildcard import
 - B. postincrement
 - C. logic error
 - D. Literal
70. abstract is a
- A. keywords
 - B. keyword
 - C. Literal
 - D. final
71. instructions for a high-level program
- A. operands
 - B. int type
 - C. statement
 - D. Bytecode

72. on a program denoted by `//xxxxx` or `/*xxxx*/`
- A. constant
 - B. predecrement
 - C. variable
 - D. comment
73. when else matches with the most recent if statement
- A. short circuit operator
 - B. widening (of types)
 - C. dangling else ambiguity
 - D. narrowing (of types)
74. denotes names
- A. final
 - B. Boolean Value
 - C. constant
 - D. literal
75. casting a data type from a large range to a smaller range - Java does this automatically
- A. narrowing (of types)
 - B. floating-point number
 - C. widening (of types)
 - D. dangling else ambiguity
76. do, else, and break
- A. keywords
 - B. int type
 - C. operands
 - D. operators
77. A library in Java that contains predefined classes and interfaces
- A. selection statement
 - B. Integrated development environment
 - C. operator precedence
 - D. Application Program Interface (API)

78. scientific notation

- A. narrowing (of types)
- B. Floating point
- C. boolean operators
- D. floating-point number

79. `/*XXXXXXXXXXXXXXXX*/`

- A. Block Comment
- B. name of type
- C. boolean operators
- D. preprocessor

80. input, process, output - describes simple code

- A. input error
- B. overflow
- C. IPO
- D. variable

81. a very large int, more precise

- A. long type
- B. double type
- C. operands
- D. data type

82. 4thQtrSales

- A. identifier
- B. preprocessor
- C. illegal identifier
- D. final keyword

83. float

- A. directive
- B. identifier
- C. name of a type
- D. name of type

84. an exact number, 1, 4 or 10

- A. Literal
- B. int type
- C. long type
- D. Bytecode

85. the amount of space between pixels, measured in millimeters

- A. long type
- B. dot pitch
- C. nextDouble
- D. data type

86. Numbers with a decimal point (var double)

- A. floating-point number
- B. concatenate strings
- C. widening (of types)
- D. short circuit operator

87. can be true or false

- A. Boolean Value
- B. Boolean Expression
- C. boolean operators
- D. long type