

Quiz Submissions - Chapter 2 Quiz

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Attempt 1

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Submission View

Your quiz has been submitted successfully.

chapter 2

Question 1

1 / 1 point

Which of the following wait for user interaction.

- ☐ Action subscribers
- ☒ Event listeners
- ☐ Polling objects
- ☐ Targeted components

Question 2

1 / 1 point

An object is a specific, concrete instance of a class.

- ☒ True
- ☐ False

Question 3

1 / 1 point

Which term best describes a blueprint or a template for creating objects by defining its properties?

- ☐ app
- ☒ class
- ☐ control

☐ widget

Question 4

1 / 1 point

Comments in Java start with pound (#) signs.

☐ True

✓ ☒ False

Question 5

1 / 1 point

Which of the following terms best describes a piece of code that actually serves as a placeholder to declare itself?

☐ control

☐ inclusion

☐ event handler

✓ ☒ stub

Question 6

1 / 1 point

What is designing a program most analogous to?

✓ ☒ constructing a building

☐ doing laundry

☐ painting with watercolor

☐ performing an experiment

Question 7

1 / 1 point

What is a set of Java statements that can be included inside a Java class?

☐ activity

☐ block

☐ intent

✓ ☒ method

Question 8**1 / 1 point**

Which method displays the content of a specific screen?

- ☐ drawContents method
- ☐ getDisplay method
- ☐ makeDisplay method
- ☒ setContentView method

Question 9**1 / 1 point**

What term best is best described as defining one particular variation of an object within a class?

- ☐ initiate
- ☒ instantiate
- ☐ justify
- ☐ stabilize

Question 10**1 / 1 point**

What symbol indicates errors in program code?

- ☐ blue solid lines
- ☐ bolded text
- ☐ green curly lines
- ☒ red curly lines

Attempt Score: 100 %**Overall Grade (highest attempt):** 100 %**Done**