

87 Multiple choice questions

71%

1. ++ placed after variable. uses original variable in expression then increases by 1

CORRECT

✓ postincrement

2. The part of a program where the variable can be referenced

INCORRECT

✗ bytecode verifier

THE ANSWER

scope of a variable

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

CORRECT

✓ assignment statement

4. translates source code into machine code

INCORRECT

✗ source code/program

THE ANSWER

interpreter

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

INCORRECT

✗ concatenate strings

THE ANSWER

widening (of types)

6. import statement

CORRECT

✓ preprocessor

7. An expression that evaluates a Boolean value to be true or false

CORRECT

✓ Boolean Expression

8. 8 bits to 1 byte

CORRECT

✓ Byte

9. a number in the program that never changes, denoted by "final"

CORRECT

✓ constant

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

INCORRECT

✗ Bytecode

THE ANSWER

dot pitch

11. --

CORRECT

✓ decrement operator

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

CORRECT

✓ double type

13. method that is applied to objects of Scanner

CORRECT

✓ nextDouble

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

INCORRECT

✗ constant

THE ANSWER

overflow

15. a constant value that appears directly in a program

INCORRECT

✗ Bytecode

THE ANSWER

literal

16. a very large int, more precise

CORRECT

✓ long type

17. the kind of data stored in each variable

INCORRECT

✗ variable

THE ANSWER

data type

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

CORRECT

✓ preincrement

19. 3.14159E1

CORRECT

✓ floating point/pi

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

CORRECT

✓ Augmented assignment operators

21. using no breaks in a switch

CORRECT

✓ fall-through behavior

22. A library in Java that contains predefined classes and interfaces

INCORRECT

✗ Integrated development environment

THE ANSWER

Application Program Interface (API)

23. char

CORRECT

✓ name of type

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

CORRECT

✓ runtime error

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

CORRECT

✓ Assembly Language

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

CORRECT

✓ Assembler

27. consists of a set of separate programs, each invoked from a command line, for developing and testing Java programs

INCORRECT

✗ narrowing (of types)

THE ANSWER

Java Development Toolkit

28. anything inside of a {xxxxxx}

CORRECT

✓ Block

29. checks the validity of a bytecode

CORRECT

✓ bytecode verifier

30. var++, + and -, casting, !, * / %, + - concaction, (See page 105)

CORRECT

✓ operator precedence

31. the values operated on by a operator

INCORRECT

✗ dot pitch

THE ANSWER

operands

32. input, process, output - describes simple code

INCORRECT

✗ Bit

THE ANSWER

IPO

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

CORRECT

✓ wildcard import

34. casting a data type from a large range to a smaller range - Java does this automatically

INCORRECT

✗ assignment statement

THE ANSWER

narrowing (of types)

35. statements that let you choose actions with alternative choices

INCORRECT

✗ narrowing (of types)

THE ANSWER

selection statement

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

CORRECT

✓ compiler

37. int, real numbers, characters and booleans

CORRECT

✓ primitive data type

38. denotes a value as a constant

CORRECT

✓ final keyword

39. represents a value stored in the computers memory

CORRECT

✓ variable

40. instructions for a high-level program

CORRECT

✓ statement

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

CORRECT

✓ postdecrement

42. can be true or false

CORRECT

✓ Boolean Value

43. Bool

INCORRECT

✗ variable

THE ANSWER

variable name

44. a type

INCORRECT

✗ int type

THE ANSWER

String

45. Binary digits

CORRECT

✓ Bit

46. -- placed before variable. decreases variable by one, then uses it in the expression

CORRECT

✓ predecrement

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

CORRECT

✓ Bytecode

48. abstract is a

CORRECT

✓ keyword

49. !, &&, ||, ^

CORRECT

✓ boolean operators

50. float

INCORRECT

✗ variable name

THE ANSWER

name of a type

51. \n

CORRECT

✓ escape character

52. <, <=, ==, !=, >, >=

CORRECT

✓ Relational Operators (Boolean)

53. a high-level program's code

CORRECT

✓ source code/program

54. 075

CORRECT

✓ octa integer

55. when else matches with the most recent if statement

CORRECT

✓ dangling else ambiguity

56. ++

CORRECT

✓ increment operator

57. import

CORRECT

✓ directive

58. -names that refer to values or names - letters, digits, `_` and `$`.

-rules for creating a name in a program

CORRECT

✓ identifier

59. int

CORRECT

✓ name of type

60. -128 to 127

CORRECT

✓ byte type

61. do, else, and break

CORRECT

✓ keywords

62. determine the order in which operators are evaluated

INCORRECT

✗ operator precedence

THE ANSWER

operator associativity

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

CORRECT

✓ util

64. +, -, *, /, %

CORRECT

✓ operators

65. an exact number, 1, 4 or 10

INCORRECT

✗ Literal

THE ANSWER

int type

66. using the (+) sign to combine strings

INCORRECT

✗ primitive data type

THE ANSWER

concatenate strings

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

CORRECT

✓ syntax error

68. ? : for if statement shorthand

INCORRECT

✗ short circuit operator

THE ANSWER

conditional operator

69. escape sequence

CORRECT

✓ \"

70. Reserved words that have a specific meaning in java and cannot be used for variables

INCORRECT

✗ nextDouble

THE ANSWER

keyword

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

INCORRECT

✗ operator precedence

THE ANSWER

short circuit operator

72. /*XXXXXXXXXXXX*/

CORRECT

✓ Block Comment

73. Numbers with a decimal point (var double)

CORRECT

✓ floating-point number

74. 4thQtrSales

CORRECT

✓ illegal identifier

75. Constant value directly in a program that stands for itself

INCORRECT

✗ constant

THE ANSWER

Literal

76. denotes names

INCORRECT

✗ literal

THE ANSWER

final

77. on a program denoted by `//xxxxx` or `/*xxxx*/`

CORRECT

✓ comment

78. occurs when a program does not perform the way it was intended to

CORRECT

✓ logic error

79. scientific notation

INCORRECT

✗ preprocessor

THE ANSWER

Floating point

80. ;

CORRECT

✓ statement terminator

81. Variable

CORRECT

✓ identifier

82. represents a computation involving values, variables, and operators that, taking them together, evaluates to a value

CORRECT

✓ expression

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

CORRECT

✓ input error

84. an environment for developing Java programs

CORRECT

✓ Integrated development environment

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

CORRECT

✓ Conditional Expression (? :)

86. =

CORRECT

✓ assignment operator

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

CORRECT

✓ casting

