**Core Java, Quiz-2, Date: 08/09/2018**

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

1. operator precedence

2. wildcard import

3. floating-point number

4. input error

**2. translates a Java source file into a Java bytecode file**

1. compiler

2. comment

3. variable

4. Assembler

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

1. assignment statement

2. operator precedence

3. selection statement

4. Application Program Interface ( API)

**4. 8 bits to 1 byte**

1. illegal identifier

2. operators

3. octa integer

4. Byte

**5. ? : for if statement shorthand**

1. Relational Operators (Boolean)

2. selection statement

3. Conditional Expression ( ? :)

4. conditional / ternary operator

**6. !, &&, ||, ^**

1. Floating point

2. bytecode verifier

3. Boolean Expression

4. boolean operators

**7. <, <=, ==, !=, >, >=**

1. Application Program Interface ( API)

2. operators

3. Floating point

4. Relational Operators (Boolean)

**8. a high-level program's code**

1. bytecode verifier

2. source code/program

3. concatenate strings

4. interpreter

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

1. identifier

2. Java Development Toolkit

3. postdecrement

4. expression

**10. Variable**

1. preprocessor

2. identifier

3. directive

4. String

**11. a constant value that appears directly in a program**

1. variable

2. comment

3. input error

4. literal

**12. A library in Java that contains predefined classes and interfaces**

1. Relational Operators (Boolean)

2. Integrated development environment

3. Application Program Interface ( API)

4. widening (of types)

**13. -128 to 127**

1. long type

2. byte type

3. illegal identifier

4. int type

**14. anything inside of a {xxxxxx}**

1. Block

2. IPO

3. keyword

4. final

**15. 4thQtrSales**

1. identifier

2. floating point/pi

3. illegal identifier

4. preprocessor

16. Used to execute a loop body a fixed number of times; has three parts: initial action that initializes a control variable, the loopcontinuation-condition,

and execution after each iteration and is often used to adjust the control variable

1. While Loop
2. Nested Loop
3. Do-While Loop
4. For Loop

17. The actual value that is passed into the method by a caller

1. Formal Parameter/Parameter
2. Sentinel Value
3. Scope of a Variable
4. Actual Parameter/Argument

18. Using a method without knowing how it is implemented

1. Information Hiding/Abstraction
2. Instance Method
3. Off-by-One Error (Arrays)
4. Encoding

19. A loop statement that executes infinitely

1. Sentinel Value
2. Instance Method
3. Nested Loop
4. Infinite Loop

20. Controls how many times an operation or sequence of operations performed in succession

1. Index
2. Pre-Test Loop
3. Loop
4. While Loop

21. Consists of an outer loop and one or more inner loops

1. Instance Method
2. Nested Loop
3. Post-Test Loop
4. Pre-Test Loop

22. Keywords such as public, static, and final

1. Searching
2. Modifier
3. Encoding
4. Infinite Loop

23. Separating the use of a method from its implementation

1. Method Abstraction
2. Method Signature
3. Output Redirection
4. Scope of a Variable

24. The process of looking for a specific element in an array

1. Modifier
2. Scope of a Variable
3. Searching
4. String

25. The part of the loop that contains the statements to be repeated

1. Loop Body
2. Pass-By-Value
3. Char type
4. Searching

26. A special value that signifies the end of the loop

1. Nested Loop
2. Sentinel Value
3. Method Signature
4. Static Method

27. While & For Loops; the continuation condition is checked before the loop body is executed

1. Pre-Test Loop
2. Nested Loop
3. While Loop
4. Post-Test Loop

28. The value of the argument passed to the parameter when a method is invoked with an argument

1. Pre-Test Loop
2. Post-Test Loop
3. Loop Body
4. Pass-By-Value

29. Immediately ends the innermost loop

1. Encoding Scheme
2. Break Statement
3. Continue Statement
4. Method Signature

30. A non-instant method that can be invoked without using an object

1. Nested Loop
2. Char type
3. Static Method
4. Loop Body

31. Among class declaration, package declaration and import statement, what are the correct sequences?

1. Import, class declaration and package
2. Import, package, class declaration
3. class declaration, Import, and package
4. package, Import, class declaration