Quiz Lesson 2

Java Programming – Middle School

Student: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

*Check all that apply!*

# Question #1

|  |  |  |
| --- | --- | --- |
|  | A class that extends another class | 🗷 |
| A | is a more specific kind of the other class |  |
| B | makes it bigger |  |
| C | may have overridden methods |  |
| D | changes the state of the other class |  |

# Question #2

|  |  |  |
| --- | --- | --- |
|  | The expression  *a == b* | 🗷 |
| A | assigns the value of b to variable a |  |
| B | assigns the value of a to variable b |  |
| C | returns true if a is equals to b |  |
| D | returns false if b is unequal to a |  |

# Question #3

|  |  |  |
| --- | --- | --- |
|  | The *new* keyword is used for | 🗷 |
| A | clearing the state of an existing object |  |
| B | creating a new instance of a class |  |
| C | extending a class |  |
| D | assigning a value to a variable |  |

# Question #4

|  |  |  |
| --- | --- | --- |
|  | The *break* keyword is used for | 🗷 |
| A | exiting a loop |  |
| B | skipping to the next object in a loop |  |
| C | exiting a switch statement |  |
| D | destroying an object |  |