## Test: Section 4 Quiz 2 - L3-L5

Review your answers, feedback, and question scores below. An asterisk (\*) indicates a correct answer.

		4 - Quiz 2 L3-L5 all questions in this section)	
1		need to generate random integer values in the range 2 through 10. This code ment will produce the desired result.	Mark for Review (1) Points
		dom r = new Random(); xtInt(9) + 2;	
	•	True (*)	
	0	False	
	(J	Correct	
2	. Usir	g the Random class requires an import statement.	Mark for Review (1) Points
	$\circ$	True (*)	
	•	False	
	X	Incorrect. Refer to Section 4 Lesson 4.	
3	. Whi	ch class is used to generate random numbers?	Mark for Review (1) Points
	•	Random (*)	
	0	Double	
	0	Number	
	0	Integer	
	V	Correct	
4	. Whi	ch values are returned by the method nextBoolean();	Mark for Review (1) Points
	•	Either a true or false. (*)	
	Ö	Returns the next value.	
	Ö	An integer value.	
	Ö	Nothing is returned.	
	V	Correct	
5		at is the output?	
	St St	lic static void main(String args[]) { ring greeting = "Java World!"; ring w = greeting.replace("a", "A"); rstem.out.println(w);	Mark for Review (1) Points
	$\odot$	JAvA World! (*)	
	$\circ$	Java World!	
	0	JavA World!	

0	JAva World!			
V	Correct			

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## Test: Section 4 Quiz 2 - L3-L5 Review your answers, feedback, and question scores below. An asterisk (\*) indicates a correct answer. Section 4 - Quiz 2 L3-L5 (Answer all questions in this section) 6. The String class must be imported using java.lang.String; Mark for Review (1) Points True False (\*) X Incorrect. Refer to Section 4 Lesson 3. **7.** String objects are immutable. Mark for Review (1) Points True (\*) False X Incorrect. Refer to Section 4 Lesson 3. 8. The String concat() method concatenates only String data types. Mark for Review (1) Points True (\*) False Correct 9. The indexOf() method returns the index value of a character in the string. Mark for Review (1) Points True (\*) False Correct **10.** A String is a sequence characters. Mark for Review (1) Points True (\*) False X Incorrect. Refer to Section 4 Lesson 3.

## **Test: Section 4 Quiz 2 - L3-L5**

Review your answers, feedback, and question scores below. An asterisk (\*) indicates a correct answer.

(Answe	er al	- Quiz 2 L3-L5 I questions in this section)	
ļ	oubl St fir	ic static void main(String args[]) { ring firstString = "Java"; stString = firstString.concat("World"); ristem.out.println(firstString);	Mark for Review (1) Points
1	•	Java	
1	0	Java World	
1	0	World	
ı	0	JavaWorld (*)	
	(X	Incorrect. Refer to Section 4 Lesson 3.	
12. /	All ti	ne methods in the Math class are static methods.	Mark for Review (1) Points
1	•	True (*)	
ı	0	False	
	lacksquare	Correct	
	The obje	Math class methods can be called without creating an instance of a Math ct.	Mark for Review (1) Points
1	0	True (*)	
1	•	False	
	(X	Incorrect. Refer to Section 4 Lesson 5.	
14. \	Whi	ch two are the features of the Math class?	Mark for Review (1) Points
(	Cho	oose all correct answers)	
J	~	Math methods can be invoked with Strings as arguments.	
I	<b>~</b>	Common math functions like square root are taken care of in the language. (*)	
I		The Math methods can be invoked without creating an instance of a Math object. (*)	
I		You don't have to worry about the data type returned from a Math method.	
	(X	Incorrect. Refer to Section 4 Lesson 5.	
15. \	Wha	t is the approximate value of PI?	Mark for Review

- 3.141 (\*)
- The value varies.
- $\cap$  0
- O 2.718
  - Correct

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