Test: Section 7 Quiz 2 - L4-L6

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

Section 7 - Quiz 2 L4-L6
(Answer all questions in this section)

1. Which three can vary in overloaded methods?

Mark for Review
(1) Points

(Choose all correct answers)

- [x] Number of parameters. (*)
- [ ] Order of parameters. (*)
- [ ] Types of parameters. (*)
- [ ] The names of parameters
- [ ] Method return type.

Incorrect. Refer to Section 7 Lesson 4.

2. Methods can call other methods in the same class.

Mark for Review
(1) Points

- ( ) True (*)
- (•) False

Incorrect. Refer to Section 7 Lesson 4.

3. Method overloading can be a useful technique for defining methods with similar functionality or calculations.

Mark for Review
(1) Points

- (•) True (*)
- ( ) False

Correct

4. You can write more than one constructor in a class.

Mark for Review
(1) Points

- ( ) True (*)
- (•) False

Incorrect. Refer to Section 7 Lesson 4.

5. If you need to make a particular variable belong to a class rather than any individual instance, what type of variable should you use?

Mark for Review
(1) Points

- (•) A static variable. (*)
- ( ) A private variable.
- ( ) A public variable.
- ( ) A local variable.

Correct

Test: Section 7 Quiz 2 - L4-L6

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

Section 7 - Quiz 2 L4-L6
(Answer all questions in this section)

6. Static variables of a class can be accessed, even if the class has not been instantiated.

Mark for Review
(1) Points

- True (*)
- False

Incorrect. Refer to Section 7 Lesson 6.

7. Given the following code, why does your IDE complain that "non-static variable name cannot be referenced from a static context"?

Mark for Review
(1) Points

```
public class Employee{
  public static int employeeID;
  public String name;

  public static void display(){
    System.out.println(employeeID);
    System.out.println(name);
  }
}
```

- Static variables are only accessible from instance methods.
- Static variables cannot be referenced from methods.
- It would be possible to call the display() method and attempt to reference an object's name before any object exists. (*)
- The variable name has a null value.

Incorrect. Refer to Section 7 Lesson 6.

8. The fields and methods of the Math class cannot be directly accessed as they are static.

Mark for Review
(1) Points

- True
- False (*)

Incorrect. Refer to Section 7 Lesson 6.

9. Which two are access modifiers?

Mark for Review
(1) Points

(Choose all correct answers)

- [x] private (*)
- [ ] public (*)
- [ ] static
- [ ] final

Incorrect. Refer to Section 7 Lesson 5.

10. What is encapsulation?

Mark for Review
(1) Points

- (•) A technique for debugging.
- ( ) A technique for including primitives within an ArrayList.

Test: Section 7 Quiz 2 - L4-L6

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

Section 7 - Quiz 2 L4-L6
(Answer all questions in this section)

11. An object reference directs you from one object to another.

Mark for Review
(1) Points

- (•) True (*)
- ( ) False

Correct

12. Which two statements are true?

Mark for Review
(1) Points

(Choose all correct answers)

- [ ] An object can access another object's public fields. (*)
- [x] An object can access another object's public methods. (*)
- [ ] An object can access another object's main method.
- [ ] An object can access another object's public constructor.

Incorrect. Refer to Section 7 Lesson 5.

13. To make fields directly accessible to other classes, the class fields must be marked public.

Mark for Review
(1) Points

- (•) True (*)
- ( ) False

Correct

14. Which two statements are true about private access modifier?

Mark for Review
(1) Points

(Choose all correct answers)

- [ ] Class fields are typically marked private. (*)
- [x] Class fields are typically marked public.
- [ ] Class fields marked private are most secure. (*)
- [ ] Class fields marked private are visible to any class.

Incorrect. Refer to Section 7 Lesson 5.

15. Which two statements are true?

Mark for Review

(1) Points

(Choose all correct answers)

- [x] The purpose of a setter method is to modify a public field
- [ ] The purpose of a getter method is to return the value of a private field (*)
- [ ] The purpose of a getter method is to grant other classes access to public data.
- [ ] The purpose of a setter method is to allow private data to be modified safely (*)

Incorrect. Refer to Section 7 Lesson 5.

Test: Section 7 Quiz 2 - L4-L6

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

Section 7 - Quiz 2 L4-L6
(Answer all questions in this section)

1. Methods can call other methods in the same class.

Mark for Review
(1) Points

- ( ) True (*)
- (•) False

Incorrect. Refer to Section 7 Lesson 4.

2. Which three can vary in overloaded methods?

Mark for Review
(1) Points

(Choose all correct answers)

- [ ] Method return type.
- [ ] Order of parameters. (*)
- [ ] The names of parameters
- [x] Number of parameters. (*)
- [ ] Types of parameters. (*)

Incorrect. Refer to Section 7 Lesson 4.

3. All overloaded methods share the same name.

Mark for Review
(1) Points

- (•) True (*)
- ( ) False

Correct

4. Method overloading can be a useful technique for defining methods with similar functionality or calculations.

Mark for Review
(1) Points

- (•) True (*)

- False

Correct

5. To make fields directly accessible to other classes, the class fields must be marked public.

Mark for Review
(1) Points

- True (*)
- False

Correct

Test: Section 7 Quiz 2 - L4-L6

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

Section 7 - Quiz 2 L4-L6
(Answer all questions in this section)

6. Which two are access modifiers?

Mark for Review
(1) Points

(Choose all correct answers)

- [x] final
- [ ] static
- [ ] public (*)
- [ ] private (*)

Incorrect. Refer to Section 7 Lesson 5.

7. What is encapsulation?

Mark for Review
(1) Points

- A technique for writing more than one main method.
- A technique for limiting one class's visibility to another. (*)
- A technique for debugging.
- A technique for including primitives within an ArrayList.

Correct

8. An object reference directs you from one object to another.

Mark for Review
(1) Points

- True (*)
- False

Correct

9. Which two statements are true about private access modifier?

Mark for Review
(1) Points

(Choose all correct answers)

- [x] Class fields marked private are most secure. (*)
- [ ] Class fields are typically marked public.
- [ ] Class fields are typically marked private. (*)
- [ ] Class fields marked private are visible to any class.

Incorrect. Refer to Section 7 Lesson 5.

10. Which two statements are true?

Mark for Review
(1) Points

(Choose all correct answers)

- [x] An object can access another object's public methods. (*)
- [ ] An object can access another object's public fields. (*)
- [ ] An object can access another object's public constructor.
- [ ] An object can access another object's main method.

Incorrect. Refer to Section 7 Lesson 5.

Test: Section 7 Quiz 2 - L4-L6

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

Section 7 - Quiz 2 L4-L6
(Answer all questions in this section)

11. Access and visibility of a class should be limited as much as possible.

Mark for Review
(1) Points

- (*) True
- ( ) False

Correct

12. An object must be instantiated before its non-static fields and methods can be accessed.

Mark for Review
(1) Points

- (*) True
- ( ) False

Correct

13. Given the following code, why does your IDE complain that "non-static variable name cannot be referenced from a static context"?

Mark for Review
(1) Points

```
public class Employee{
  public static int employeeID;
  public String name;

  public static void display(){
```

```
    System.out.println(employeeID);
    System.out.println(name);
  }
}
```

- Static variables are only accessible from instance methods.
- The variable name has a null value.
- It would be possible to call the display() method and attempt to reference an object's name before any object exists. (*)
- Static variables cannot be referenced from methods.

Incorrect. Refer to Section 7 Lesson 6.

14. You never need to instantiate a Math object.

Mark for Review
(1) Points

- True (*)
- False

Incorrect. Refer to Section 7 Lesson 6.

15. Static variables of a class can be accessed, even if the class has not been instantiated.

Mark for Review
(1) Points

- True (*)
- False

Correct

Previous Page 3 of 3 Summary

Test: Section 7 Quiz 2 - L4-L6

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

Section 7 - Quiz 2 L4-L6
(Answer all questions in this section)

1. If you need to make a particular variable belong to a class rather than any individual instance, what type of variable should you use?

Mark for Review
(1) Points

- A static variable. (*)
- A local variable.
- A public variable.
- A private variable.

Incorrect. Refer to Section 7 Lesson 6.

2. Given the following code, why does your IDE complain that "non-static variable name cannot be referenced from a static context"?

Mark for Review
(1) Points

```
public class Employee{
  public static int employeeID;
  public String name;
```

```
  public static void display(){
    System.out.println(employeeID);
    System.out.println(name);
  }
}
```

- (*) Static variables are only accessible from instance methods.
- The variable name has a null value.
- Static variables cannot be referenced from methods.
- It would be possible to call the display() method and attempt to reference an object's name before any object exists. (*)

Incorrect. Refer to Section 7 Lesson 6.

3. An object must be instantiated before its non-static fields and methods can be accessed.

Mark for Review
(1) Points

- (*) True (*)
- False

Incorrect. Refer to Section 7 Lesson 6.

4. You never need to instantiate a Math object.

Mark for Review
(1) Points

- (*) True (*)
- False

Correct

5. You can write more than one constructor in a class.

Mark for Review
(1) Points

- (*) True (*)
- False

Correct

Test: Section 7 Quiz 2 - L4-L6

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

Section 7 - Quiz 2 L4-L6
(Answer all questions in this section)

6. Methods can call other methods in the same class.

Mark for Review
(1) Points

- (*) True (*)
- False

Correct

7. Which statement is true?

Mark for Review
(1) Points

- The default constructor can accept arguments.
- You must write at least one constructor in your class.
- The default constructor is still available when you add your own constructor.
- A constructor can be written to accept arguments. (*)

Incorrect. Refer to Section 7 Lesson 4.

8. Given the method:

void add(double a, double b)

Which method signature would not overload this method?

Mark for Review
(1) Points

- int add (double a, double b) (*)
- void add(int a, int b, int c)
- void add (double a, int b)
- void add(String a, String b)
- void add(int a, int b)

Incorrect. Refer to Section 7 Lesson 4.

9. Which two statements are true?

Mark for Review
(1) Points

(Choose all correct answers)

- [ ] The purpose of a setter method is to modify a public field
- [ ] The purpose of a setter method is to allow private data to be modified safely (*)
- [x] The purpose of a getter method is to grant other classes access to public data.
- [ ] The purpose of a getter method is to return the value of a private field (*)

Incorrect. Refer to Section 7 Lesson 5.

10. Which two statements are true about private access modifier?

Mark for Review
(1) Points

(Choose all correct answers)

- [x] Class fields are typically marked private. (*)
- [ ] Class fields marked private are most secure. (*)
- [ ] Class fields are typically marked public.
- [ ] Class fields marked private are visible to any class.

Incorrect. Refer to Section 7 Lesson 5.

Test: Section 7 Quiz 2 - L4-L6

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

Section 7 - Quiz 2 L4-L6
(Answer all questions in this section)

11. What is encapsulation?

Mark for Review
(1) Points

- A technique for writing more than one main method.
- A technique for including primitives within an ArrayList.
- A technique for limiting one class's visibility to another. (*)
- A technique for debugging.

Incorrect. Refer to Section 7 Lesson 5.

12. Which two statements are true about getter methods?

Mark for Review
(1) Points

(Choose all correct answers)

- [ ] Getters usually accept no arguments. (*)
- [x] Getter methods typically return void.
- [ ] You must have a setter method if you have a getter method.
- [ ] Getters have a public access modifier. (*)

Incorrect. Refer to Section 7 Lesson 5.

13. Which two statements are true?

Mark for Review
(1) Points

(Choose all correct answers)

- [ ] An object can access another object's main method.
- [x] An object can access another object's public methods. (*)
- [ ] An object can access another object's public constructor.
- [ ] An object can access another object's public fields. (*)

Incorrect. Refer to Section 7 Lesson 5.

14. An object reference directs you from one object to another.

Mark for Review
(1) Points

- True (*)
- False

Incorrect. Refer to Section 7 Lesson 5.

15. Which two are access modifiers?

Mark for Review
(1) Points

(Choose all correct answers)

- [ ] static

- [x] private (*)
- [ ] final
- [ ] public (*)

Incorrect. Refer to Section 7 Lesson 5.