## Section 4 Part 2 – Ery

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

	- Quiz 2 L3-L5 questions in this section)	
1. Which	values are returned by the method nextBoolean();	Mark for Review (1) Points
-	othing is returned. ther a true or false. (*)	
-	n integer value. eturns the next value.	
<b>7</b> C	Correct	
	ed to generate random integer values between 0 and 80 (inclusive). Which ent should you use?	Mark for Review (1) Points
o ne	extInt(80);	
ne ne	extInt();	
ne	extInt(81); (*)	
O ne	extInt(0-79);	
<b>(</b> ) C	Correct	
3. Using t	he Random class requires an import statement.	Mark for Review (1) Points
	rue (*)	
O Fa	alse	
<b>7</b> C	Correct	
<b>4.</b> Which	class is used to generate random numbers?	Mark for Review (1) Points
n Do	puble	

0	Random (*)		
•	Number		
0	Integer		
8	Incorrect. Refer to Section 4 Lesson 4.		
5. Wh	at is the output?		Mark for Review
S <sup>c</sup>	lic static void main(String args[]) { tring greeting = "Java World!"; tring w = greeting.replace("a", "A"); ystem.out.println(w);		(1) Points
0	JavA World!		
•	JAva World!		
0	Java World!		
0	JAvA World! (*)		
()	Incorrect. Refer to Section 4 Lesson 3.		
Page 1 o	of 3 Next Summary		
	of 3 Next Summary  ur answers, feedback, and question scores below. An asterisk (*) indicates a correct	t answ	ver.
Review yo	ur answers, feedback, and question scores below. An asterisk (*) indicates a correct	t answ	ver.
Review you	ur answers, feedback, and question scores below. An asterisk (*) indicates a correct  4 - Quiz 2 L3-L5	t answ	/er.
Review you Section (Answer	ur answers, feedback, and question scores below. An asterisk (*) indicates a correct  4 - Quiz 2 L3-L5 all questions in this section)	t answ	ver.
Review you Section (Answer	ur answers, feedback, and question scores below. An asterisk (*) indicates a correct  4 - Quiz 2 L3-L5	t answ	ver.  Mark for Review
Section (Answer	ur answers, feedback, and question scores below. An asterisk (*) indicates a correct  4 - Quiz 2 L3-L5 all questions in this section)		
Review you Section (Answer  6. W	ur answers, feedback, and question scores below. An asterisk (*) indicates a correct  4 - Quiz 2 L3-L5  all questions in this section)  hat is the output of the following code?  blic static void main(String args[]) { String firstString = "Java"; firstString = firstString.concat("World");		Mark for Review
Review you Section (Answer  6. W pu	ur answers, feedback, and question scores below. An asterisk (*) indicates a correct  4 - Quiz 2 L3-L5 all questions in this section)  that is the output of the following code?  ablic static void main(String args[]) { String firstString = "Java"; firstString = firstString.concat("World"); System.out.println(firstString);		Mark for Review
Review you Section (Answer  6. W pu	ur answers, feedback, and question scores below. An asterisk (*) indicates a correct  4 - Quiz 2 L3-L5 all questions in this section)  hat is the output of the following code?  blic static void main(String args[]) { String firstString = "Java"; firstString = firstString.concat("World"); System.out.println(firstString);  World  Java		Mark for Review
Review you Section (Answer  6. W pu	ur answers, feedback, and question scores below. An asterisk (*) indicates a correct  4 - Quiz 2 L3-L5 all questions in this section) hat is the output of the following code? blic static void main(String args[]) { String firstString = "Java"; firstString = firstString.concat("World"); System.out.println(firstString);  World Java Java World		Mark for Review
Review you Section (Answer  6. W pu	ur answers, feedback, and question scores below. An asterisk (*) indicates a correct  4 - Quiz 2 L3-L5 all questions in this section) hat is the output of the following code? blic static void main(String args[]) { String firstString = "Java"; firstString = firstString.concat("World"); System.out.println(firstString);  World Java Java World JavaWorld (*)		Mark for Review
Review you Section (Answer  6. W pu	ur answers, feedback, and question scores below. An asterisk (*) indicates a correct  4 - Quiz 2 L3-L5 all questions in this section) hat is the output of the following code? blic static void main(String args[]) { String firstString = "Java"; firstString = firstString.concat("World"); System.out.println(firstString);  World Java Java World		Mark for Review

• True (*)		
C False		
Correct		
Correct		
8. The replaceFirst() method replaces only the first occurrence of matching character pattern in a string.		Mark for Review (1) Points
• True (*)		
O False		
Correct		
Correct		
<b>9.</b> The String class must be imported using java.lang.String;		Mark for Review (1) Points
True		
False (*)		
Correct		
10. The String concat() method concatenates only String data types.		Mark for Review (1) Points
True (*)		
False		
X Incorrect. Refer to Section 4 Lesson 3.		
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Review your answers, feedback, and question scores below. An asterisk (*) indicates a correct	t ansv	ver.
Section 4 - Quiz 2 L3-L5		
(Answer all questions in this section)		
11. What is the output?		
public static void main(String args[]) {		Mark for Review
String alphaNumeric = "Java World!" + 8; System.out.println(alphaNumeric); }		(1) Points

	0	Java World! 8	
	0	Java World!8 (*)	
	•	Compilation error.	
	0	Java World! + 8	
	X	Incorrect. Refer to Section 4 Lesson 3.	
12.	Ever	y method of the Math class returns a numerical result.	Mark for Review
			(1) Points
	0	True (*)	
	•	False	
	_		
	X	Incorrect. Refer to Section 4 Lesson 5.	
13.	Whic	ch two are the features of the Math class?	Mark for Review
			(1) Points
	(Cho	ose all correct answers)	
	(CHO	ose un correct unswers)	
		You don't have to worry about the data type returned from a Math method.	
		Common math functions like square root are taken care of in the language. (*)	
	<b>~</b>	The Math methods can be invoked without creating an instance of a Math object. (*)	
		Math methods can be invoked with Strings as arguments.	
	X	Incorrect. Refer to Section 4 Lesson 5.	
	^	Theories Neigh to Section 1 Essent 5.	
14.	All th	ne methods in the Math class are static methods.	Mark for Review
			(1) Points
	0	True (*)	
	•	False	
	X	Incorrect. Refer to Section 4 Lesson 5.	

15. A constant field, like Math.PI is used to represent a fixed value.		Mark for Review (1) Points
• True (*)		
False		
Correct		
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Benar semua		
Review your answers, feedback, and question scores below. An asterisk (*) indicates a correct	ct ansv	wer.
Section 4 - Quiz 2 L3-L5 (Answer all questions in this section)		
1. You need to generate random integer values in the range 2 through 10. This code fragment will produce the desired result.		Mark for Review
Random r = new Random(); r.nextInt(9) + 2;		(1) Points
C False		
<b>⊘</b> Correct		
2. Using the Random class requires an import statement.		Mark for Review (1) Points
C False		
<b>⊘</b> Correct		
3. You need to generate random integer values between 0 and 80 (inclusive). Which statement should you use?		Mark for Review (1) Points
nextInt(81); (*)		
nextInt(80);		
nextInt(0-79);		

<pre>nextInt();</pre>		
✓ Correct		
4. Which class is used to generate random numbers?		Mark for Review (1) Points
Random (*)		
Number		
O Integer		
ODouble		
✓ Correct		
5. What is the output? public static void main(String args[]) {		Mark for Review (1) Points
String greeting = "Java World!"; String w = greeting.substring(7, 11); System.out.println(w); }		(2) : 3
rld! (*)		
O orld!		
O rld		
O ld!		
✓ Correct		
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Review your answers, feedback, and question scores below. An asterisk (*) indicates a correct	answ	er.
Section 4 - Quiz 2 L3-L5		
(Answer all questions in this section)		
6. Which method returns the length of a String?		Mark for Review (1) Points
• length() (*)		
findLength ()		
compareTo()		

	0	charAt()	
	V	Correct	
7.	The	String class must be imported using java.lang.String;	Mark for Review (1) Points
	0	True	
	•	False (*)	
	V	Correct	
8.		replaceFirst() method replaces only the first occurrence of matching character tern in a string.	Mark for Review (1) Points
	•	True (*)	
	0	False	
	V	Correct	
	V	Contect	
9.	The	indexOf() method returns the index value of a character in the string.	Mark for Review (1) Points
	•	True (*)	
	0	False	
	V	Correct	
10	Wha	at is the output?	Mark for Review
	St	lic static void main(String args[]) { cring alphaNumeric = "Java World!" + 8; ystem.out.println(alphaNumeric);	(1) Points
	0	Compilation error.	
	0	Java World! + 8	
	$\circ$	Java World! 8	
	•	Java World!8 (*)	
		Correct	
	~		

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)	
<pre>public static void main(String args[]) {     String greeting = "Java World!";     String w = greeting.replace("a", "A");     System.out.println(w); }</pre>	Mark for Review (1) Points
JAva World! Java World! Java World! Java World!	
▼ Correct	
12. Every method of the Math class returns a numerical result.	Mark for Review (1) Points
<ul><li>True (*)</li><li>False</li></ul>	
Correct	
13. A constant field, like Math.PI is used to represent a fixed value.	Mark for Review (1) Points
C False	
✓ Correct	
14. Which two are the features of the Math class?	Mark for Review (1) Points
(Choose all correct answers)	

		You don't have to worry about the data type returned from a Math method.	
	V	Common math functions like square root are taken care of in the language. (*)	
		Math methods can be invoked with Strings as arguments.	
	<b>~</b>	The Math methods can be invoked without creating an instance of a Math object. (*)	
	V	Correct	
15.	Wha	t is the approximate value of PI?	Mark for Review (1) Points
	•	3.141 (*)	
	0	The value varies.	
	0	0	
	0	2.718	
	$\checkmark$	Correct	

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