

## Test: Section 2 Quiz

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

### Section 2 Quiz

(Answer all questions in this section)

1. Which two are the correct syntax for adding comments?



Mark for Review  
(1) Points

(Choose all correct answers)

- ☒ Start with a slash- star (/ \*). End with slash-star (/ \*).
- ☒ Start with a slash-star (/ \*). End with a star-slash (\* /). (\*)
- ☐ Start with two slashes (//). End with two slashes (//).
- ☒ Start with two slashes (//). End when the line ends. (\*)
- ☒ Start with two slashes and a star (/\*). End with a star-slash (\* /).

Correct

2. Which of the following two features are supported by the NetBeans IDE.



Mark for Review  
(1) Points

(Choose all correct answers)

- ☐ NetBeans automatically runs the program once all the braces in the code are matched.
- ☒ NetBeans highlights matching braces. (\*)
- ☐ Once NetBeans spots a problem, it won't allow you to continue coding until the problem is fixed.
- ☒ NetBeans provides a shortcut to format whitespace. (\*)

Incorrect. Refer to Section 2 Lesson 2.

3. Which of the following three statements are true about breakpoint?



Mark for Review  
(1) Points

(Choose all correct answers)

- ☒ They help with debugging. (\*)
- ☐ They can be used to check the current state of the program (\*)
- ☒ They abruptly ends the code execution.
- ☐ They pause code execution. (\*)
- ☒ They insert break statements.

Incorrect. Refer to Section 2 Lesson 2.

4. What is the purpose of adding comments in the code?



Mark for Review  
(1) Points

- ☐ Provide an explanation about the code to the programmer. (\*)
- ☐ It increases the execution time of the code.
- ☐ To provide better security to the program.
- ☐ Provide good look and feel of the code.

 Correct

5. You can set any number of breakpoints for your program.



Mark for Review  
(1) Points

☒ True (\*)

☐ False

 Correct

Page 1 of 3 [Next](#) [Summary](#)

### Test: Section 2 Quiz

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

#### Section 2 Quiz

(Answer all questions in this section)

6. Which of the following are considered Whitespace?



Mark for Review  
(1) Points

(Choose all correct answers)

☐ Space in the print statements.

☐ Space between the [ ] braces.

☒ Blank lines in the code. (\*)

☒ Indentation before the code. (\*)

☒ Space between words. (\*)

 Incorrect. Refer to Section 2 Lesson 2.

7. Which of the following language is called a procedural language?



Mark for Review  
(1) Points

☐ C++

☐ Java

☐ Java C

☒ C (\*)

 Correct

8. You have a beautiful garden at home. On Sunday, you start budding your rose plant to make few more samples of rose plants to plant in the garden. Can you categorize how this scenario could be represented by classes and instances?



Mark for Review  
(1) Points

☐ Rose plant is the object and samples are not instances of the plant because they have not grown yet.

☒ Rose plant is the class and the samples generated from the rose plant are instances of that class. (\*)

☐ Samples are the class and the rose plant is the instances of samples.

☐ Samples of the rose plant are called classes and not the actual rose plant.

 Correct

9. In object oriented programming, there is an emphasis on which of the following two:



Mark for Review  
(1) Points

(Choose all correct answers)

- ☒ Object interaction without a prescribed order. (\*)
  - ☒ Modeling objects. (\*)
  - ☐ Creation of procedures.
  - ☐ Writing algorithms.
- Incorrect. Refer to Section 2 Lesson 3.

10. In the code example below, identify any methods:



Mark for Review  
(1) Points

```
public class Employee {  
    public String name = " Duke";  
    public int empId = 12105;  
    public float salary;  
  
    public void displaySalary(){  
        System.out.println("Employee Salary: "+salary);  
    }  
}
```

- ☒ displaySalary() (\*)
- ☐ empId
- ☐ salary
- ☐ name

Incorrect. Refer to Section 2 Lesson 3.

[Previous](#) [Page 2 of 3](#) [Next](#) [Summary](#)

### Test: Section 2 Quiz

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

#### Section 2 Quiz

(Answer all questions in this section)

11. In object oriented programming, an object comprises of properties and behaviors where properties represented as fields of the object and behavior is represented as method.



Mark for Review  
(1) Points

- ☒ True (\*)
- ☐ False

Incorrect. Refer to Section 2 Lesson 3.

12. What is the correct order of steps in the Spiral Model of Development?



Mark for Review  
(1) Points

- ☐ Requirements, Design, Test, Develop
- ☒ Requirements, Design, Develop, Test (\*)

- ☐ Design, Requirements, Develop, Test
- ☐ Design, Develop , Requirements, Test

 Incorrect. Refer to Section 2 Lesson 1.

13. During the Design phase of software development, the programmer implements features gathered during the Requirement phase.



Mark for Review  
(1) Points

- ☐ True
- ☒ False (\*)

 Incorrect. Refer to Section 2 Lesson 1.

14. Which of the following are adequate definitions for components of the Spiral Model of Development?



Mark for Review  
(1) Points

(Choose all correct answers)

- ☐ Develop: Collect all specified instructions
- ☒ Test: Run the code and verify results (\*)
- ☒ Design: Plan the approach (\*)
- ☐ Requirements: Start the development

 Incorrect. Refer to Section 2 Lesson 1.

15. If the requirement step of the Spiral Model of development is forgotten, which of the following could occur?



Mark for Review  
(1) Points

- ☐ The Program gives inaccurate results.
- ☐ Code becomes messy.
- ☐ Solutions seem elusive.
- ☒ Required software features are missing from the program. (\*)

 Correct

[Previous](#) [Page 3 of 3](#) [Summary](#)

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

### Section 2 Quiz

(Answer all questions in this section)

1. You can set any number of breakpoints for your program.



Mark for Review  
(1) Points

- ☒ True (\*)
- ☐ False

 Correct

2. Which of the following 2 statements are true about whitespace?



Mark for Review  
(1) Points

(Choose all correct answers)

- ☐ Whitespace reduces the performance of the program.
- ☒ Whitespace makes your code more readable. (\*)
- ☐ Whitespace increases execution time of your program.
- ☒ Whitespace eliminates typing mistakes while programming.
- ☒ Whitespace helps to keep your code organized. (\*)

 Incorrect. Refer to Section 2 Lesson 2.

3. Which of the following are considered Whitespace?



Mark for Review  
(1) Points

(Choose all correct answers)

- ☐ Space in the print statements.
- ☐ Space between the [ ] braces.
- ☒ Space between words. (\*)
- ☒ Blank lines in the code. (\*)
- ☒ Indentation before the code. (\*)

 Correct

4. When the program runs normally (when not in debug mode), which statement is true about breakpoints?



Mark for Review  
(1) Points

- ☐ Breakpoints will stop program execution at the last breakpoint.
- ☐ Breakpoints will stop program execution at the first breakpoint.
- ☐ Any Breakpoint will stop program execution.
- ☐ Breakpoints will not have any effect on program execution. (\*)

 Incorrect. Refer to Section 2 Lesson 2.

5. What is the purpose of adding comments in the code?



Mark for Review  
(1) Points

- ☐ Provide good look and feel of the code.
- ☐ It increases the execution time of the code.
- ☒ Provide an explanation about the code to the programmer. (\*)
- ☐ To provide better security to the program.

 Correct

Page 1 of 3   Next   Summary

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

### Section 2 Quiz

(Answer all questions in this section)

6. Which of the following two features are supported by the NetBeans IDE.



Mark for Review  
(1) Points

(Choose all correct answers)

- ☒ NetBeans provides a shortcut to format whitespace. (\*)
- ☐ Once NetBeans spots a problem, it won't allow you to continue coding until the problem is fixed.
- ☒ NetBeans highlights matching braces. (\*)
- ☐ NetBeans automatically runs the program once all the braces in the code are matched.

☒ Correct

7. A software feature may allow the user to perform a specific task.



Mark for Review  
(1) Points

- ☒ True (\*)
- ☐ False

☒ Correct

8. Which of the following are adequate definitions for components of the Spiral Model of Development?



Mark for Review  
(1) Points

(Choose all correct answers)

- ☐ Develop: Collect all specified instructions
- ☐ Requirements: Start the development
- ☒ Design: Plan the approach (\*)
- ☒ Test: Run the code and verify results (\*)

☒ Correct

9. If the requirement step of the Spiral Model of development is forgotten, which of the following could occur?



Mark for Review  
(1) Points

- ☐ The Program gives inaccurate results.
- ☐ Solutions seem elusive.
- ☒ Required software features are missing from the program. (\*)
- ☐ Code becomes messy.

☒ Correct

10. During the Design phase of software development, the programmer implements features gathered during the Requirement phase.



Mark for Review  
(1) Points

- ☐ True
- ☒ False (\*)

☒ Correct

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

### Section 2 Quiz


(Answer all questions in this section)

11. In object oriented programming, an object comprises of properties and behaviors where properties represented as fields of the object and behavior is represented as method.  Mark for Review (1) Points

☒ True (\*)

☐ False

 Correct

12. You design a Circle class with various fields and methods. Which of the following could be fields in this class? Distinguish which of these are between the properties and behavior.  Mark for Review (1) Points

(Choose all correct answers)

☒ radius (\*)


☐ color (\*)

☒ calculateDiameter()

☒ calculateCircumference()

☐ calculateArea()

 Incorrect. Refer to Section 2 Lesson 3.

13. There are several fields and methods in a Shirt class. Which of the following could be a method in the Shirt class?  Mark for Review (1) Points


☐ price

☐ color

☐ size

☒ getShirtSize() (\*)

 Correct

14. You have a beautiful garden at home. On Sunday, you start budding your rose plant to make few more samples of rose plants to plant in the garden. Can you categorize how this scenario could be represented by classes and instances?  Mark for Review (1) Points


☐ Samples are the class and the rose plant is the instances of samples.

☐ Samples of the rose plant are called classes and not the actual rose plant.

☐ Rose plant is the object and samples are not instances of the plant because they have not grown yet.

☒ Rose plant is the class and the samples generated from the rose plant are instances of that class. (\*)

 Correct

15. In the code example below, identify any methods:  Mark for Review (1) Points

```
public class Employee {  
    public String name = "Duke";  
    public int empId = 12105;  
    public float salary;  
  
    public void displaySalary(){
```

```
System.out.println("Employee Salary: "+salary);  
}  
}
```

- ☐ name
- ☐ empId
- ☐ salary
- ☒ displaySalary() (\*)

 Correct

[Previous](#) [Page 3 of 3](#) [Summary](#)

### Test: Section 3 Quiz 2 - L3-L5

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

#### Section 3 - Quiz 2 L3-L5

(Answer all questions in this section)

1. A short data type can be promoted to which of the following types?



Mark for Review  
(1) Points

(Choose all correct answers)

- ☐ long (\*)
- ☒ byte
- ☒ int
- (\*)
- ☒ double (\*)
- ☐ boolean

 Incorrect. Refer to Section 3 Lesson 4.

2. What is the correct way to cast a long to an int?



Mark for Review  
(1) Points

- ☒ int longToInt = (int)20L; (\*)
- ☐ int longToInt = int 20L;
- ☐ int longToInt = 20L(int);
- ☐ int longToInt = 20L;

 Correct

3. A double with the value of 20.5 is cast to an int. What is the value of the int?



Mark for Review  
(1) Points

- ☒ 20 (\*)
- ☐ 20.5
- ☐ 25
- ☐ 21

 Correct

4. The Java compiler automatically promotes byte, short, and chars data type values to int data type.



Mark for Review  
(1) Points

True (\*)

False





Incorrect. Refer to Section 3 Lesson 4.

5. When the result of an expression is assigned to a temporary memory location, what is the size of memory allocated? 

Mark for Review  
(1) Points




The size of the largest data type used in the expression. (\*)



The size of the any data type used in the expression.

- ☐ A default size is allocated.
- ☐ The size of the smallest data type used in the expression.

 Incorrect. Refer to Section 3 Lesson 4.

Page 1 of 3 [Next](#) [Summary](#)

### Test: Section 3 Quiz 2 - L3-L5

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

#### Section 3 - Quiz 2 L3-L5


(Answer all questions in this section)

6. Which exception occurs because a String cannot be parsed as an int?



Mark for Review  
(1) Points

- ☐ NumberFormatException (\*)
- ☐ ArithmeticException
- ☐ NullPointerException
- ☒ ValueNotFoundException

 Incorrect. Refer to Section 3 Lesson 4.

7. Char data types cannot handle multiple characters.



Mark for Review  
(1) Points

- ☒ True (\*)
- ☐ False

 Correct

8. In Java, char is a primitive data type, while String is an object data type.



Mark for Review  
(1) Points

- ☒ True (\*)
- ☐ False

 Correct

9. char is the primitive textual data type in Java.



Mark for Review  
(1) Points

- ☒ True (\*)
- ☐ False

 Correct

10. An Object cannot have String objects as properties.



Mark for Review  
(1) Points

- ☐ True

☐ False (\*)

☒ Correct

[Previous](#) [Page 2 of 3](#) [Next](#) [Summary](#)

### Test: Section 3 Quiz 2 - L3-L5

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

#### Section 3 - Quiz 2 L3-L5

(Answer all questions in this section)

11. The print() method prints to the console and automatically creates a line.



Mark for Review  
(1) Points

- ☐ True  
☒ False (\*)

☒ Correct

12. Which is the correct declaration for a char data type?



Mark for Review  
(1) Points

- ☐ char size = "M";  
☐ char size = 'Medium';  
☐ char size = "Medium";  
☒ char size = 'M'; (\*)

☒ Correct

13. The Scanner class accepts input in which form?



Mark for Review  
(1) Points

- ☒ Tokens (\*)  
☐ Callables  
☐ Integer  
☐ Future

☒ Correct

14. The Scanner class considers space as the default delimiter while reading the input.



Mark for Review  
(1) Points

- ☐ True (\*)  
☒ False

☒ Incorrect. Refer to Section 3 Lesson 5.

15. It's best-practice to close the Scanner stream when finished



Mark for Review  
(1) Points

☐ True (\*)

☒ False

 Incorrect. Refer to Section 3 Lesson 5.

[Previous](#) [Page 3 of 3](#) [Summary](#)

### Test: Section 3 Quiz 2 - L3-L5

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



#### Section 3 - Quiz 2 L3-L5

(Answer all questions in this section)

1. Which exception occurs because a String cannot be parsed as an int?



Mark for Review  
(1) Points

☒ NumberFormatException (\*)

☐ ArithmeticException

☐ NullPointerException

☐ ValueNotFoundException



Correct

2. The Java compiler automatically promotes byte, short, and chars data type values to int data type.



Mark for Review  
(1) Points

☒ True (\*)

☐ False



Correct

3. Which two statements are true about type casting?



Mark for Review  
(1) Points



(Choose all correct answers)



☐ Type casting changes the type of the value stored.



(\*) ☒ Type casting cannot be performed on equations.



☐ Type casting retains the size of the value or the original data type.



☐ Type casting lowers the range of possible values. (\*)



Incorrect. Refer to Section 3 Lesson 4.

4. A short data type can be promoted to which of the following types?



Mark for Review  
(1) Points



(Choose all correct answers)



☒ double (\*)



☒ int (\*)



☐ byte



☒ long (\*)



☐ boolean



Correct

5. Which is a valid way to parse a String as an int?



Mark for Review  
(1) Points



- ☐ nt intVar1 = (int)"100";
- ☒ int intVar1 = Integer.parseInt("100"); (\*)
- ☐ int intVar1 = "100";
- ☐ int intVar1 = Integer.parseInt("One Hundred");

Correct

Page 1 of 3   Next   Summary

### Test: Section 3 Quiz 2 - L3-L5

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

#### Section 3 - Quiz 2 L3-L5

(Answer all questions in this section)

6. Automatic promotion from smaller data type to a larger data type is not allowed in Java.

Mark for Review  
(1) Points

- ☒ True
- ☐ False (\*)

Incorrect. Refer to Section 3 Lesson 4.

7. A String can be created by combining multiple String Literals.

Mark for Review  
(1) Points

- ☒ True (\*)
- ☐ False

Correct

8. An Object cannot have String objects as properties.

Mark for Review  
(1) Points

- ☐ True
- ☒ False (\*)

Correct

9. char is the primitive textual data type in Java.

Mark for Review  
(1) Points

- ☒ True (\*)
- ☐ False

Correct

10. The print() method prints to the console and automatically creates a line.

Mark for Review  
(1) Points

- ☐ True
- ☒ False (\*)

Correct

Previous   Page 2 of 3   Next   Summary

### Test: Section 3 Quiz 2 - L3-L5

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

#### Section 3 - Quiz 2 L3-L5

(Answer all questions in this section)

11. What is the output?



Mark for Review  
(1) Points

```
public static void main(String args[]) {  
    String greet1 = "Hello";  
    String greet2 = "World";  
    String message2 = greet1 + " " + greet2 + " " + 2016 + "!";  
    System.out.println(message2);  
}
```

- ☐ "Hello World 2016"
- ☐ Hello World
- ☐ "Hello" "World" "2016" "!"
- ☒ Hello World 2016 ! (\*)

Correct

12. In Java, char is a primitive data type, while String is an object data type.



Mark for Review  
(1) Points

- ☒ True (\*)
- ☐ False

Correct

13. You write a statement that assigns a value to a String variable as shown below.



Mark for Review  
(1) Points

```
String input = "This is Java Program";
```

This way of assigning values to variables is known as hard-coding.

- ☒ True (\*)
- ☐ False

Correct

14. System.in readies Scanner to collect input from the console.



Mark for Review  
(1) Points

- ☒ True (\*)
- ☐ False

Correct

15. Which two statements are true about the Scanner class?



Mark for Review  
(1) Points

(Choose all correct answers)

- ☒ A Scanner object opens a stream for collecting input. (\*)
- ☐ A Scanner's delimiter can be changed. (\*)
- ☒ A Scanner object doesn't have fields and methods.
- ☐ Scanners cannot read text files.

Incorrect. Refer to Section 3 Lesson 5.

### Test: Section 4 Quiz 1 - L1-L2

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

#### Section 4 - Quiz 1 L1-L2

(Answer all questions in this section)

1. Once an object is instantiated, how might its fields and methods be accessed in Java? ☐ Mark for Review (1) Points

- ☐ Using the double-colon(::) operator
- ☐ Using the comma(,) operator
- ☐ Using the colon(:) operator
- ☒ Using the dot(.) operator (\*)

☒ Correct

2. An argument is a value that's passed during a method call ☐ Mark for Review (1) Points

- ☒ True (\*)
- ☐ False

☒ Correct

3. Which of the following are the arguments in the following method? ☐ Mark for Review (1) Points

```
Employee emp = new Employee();  
emp.calculateSalary(100000, 3.2, 15);
```

- ☐ 100000, 3.2, 15 (\*)
- ☐ emp
- ☒ calculateSalary(100000, 3.2, 15);
- ☐ emp.calculateSalary(100000, 3.2, 15);

☒ Incorrect. Refer to Section 4 Lesson 1.

4. Which of the following two operations are appropriate for the main method? ☐ Mark for Review (1) Points

(Choose all correct answers)

- ☐ Creating instances of objects (\*)
- ☒ Calling an instance object's field and methods. (\*)
- ☐ Assigning memory to the variables
- ☐ Calling local variables declared within a class's method

☒ Incorrect. Refer to Section 4 Lesson 1.

5. You're designing banking software and need to store 10000 customer accounts with information on the accountholder's name, balance, and interest rate. The best

approach  
is store  
30000

separate variables in the main method.

True

False (\*)

Mark for Review  
(1) Points

Incorrect. Refer to Section 4 Lesson 1.



### Test: Section 4 Quiz 1 - L1-L2

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

#### Section 4 - Quiz 1 L1-L2

(Answer all questions in this section)

6. Which of the following scenarios would be ideal for writing a method?



Mark for Review  
(1) Points

- ☐ When you don't want to repeat similar lines of code to describe an object's behavior. (\*)
- ☒ For every five to six lines of code.
- ☐ When you don't find similar lines of code to describe an object's behavior.
- ☐ To group similar data types together

Incorrect. Refer to Section 4 Lesson 1.

7. Object instantiation is done using what keyword?



Mark for Review  
(1) Points

- ☒ instance
- ☐ System
- ☐ new (\*)
- ☐ void

Incorrect. Refer to Section 4 Lesson 1.

8. Which is a valid way of calling the testMethod in the TestClass? Assume a testInstance has been created.



Mark for Review  
(1) Points

```
public void testMethod(int x, double y){  
    System.out.println(x/y);  
}
```

- ☐ testInstance.testMethod(3.5, 10);
- ☐ testInstance.testMethod(10);
- ☐ testInstance.testMethod(10, 3.5, 0);
- ☐ testInstance.testMethod(3.5);
- ☒ testInstance.testMethod(10, 3.5); (\*)

Correct

9. Given the import statement:  
import java.awt.font.TextLayout;  
which is the package name?



Mark for Review  
(1) Points

- ☐ awt.font
- ☒ java.awt.font (\*)
- ☐ java.awt

☐ java

☒ Correct

10. Which two are valid import statements of the Scanner class?



Mark for Review  
(1) Points

(Choose all correct answers)

- ☒ import java.util;
- ☐ import java.util.\*; (\*)
- ☐ import java.\*;
- ☐ import java.util.Scanner; (\*)

☒ Incorrect. Refer to Section 4 Lesson 2.

[Previous](#) [Page 2 of 3](#) [Next](#) [Summary](#)

### Test: Section 4 Quiz 1 - L1-L2

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

#### Section 4 - Quiz 1 L1-L2

(Answer all questions in this section)

11. Which of the following wild card character is used to import all the classes in a particular package?



Mark for Review  
(1) Points

- ☐ !
- ☒ \* (\*)
- ☐ ~
- ☐ ;

☒ Correct

12. Import statements are placed above the class definition.



Mark for Review  
(1) Points

- ☐ True (\*)
- ☒ False

☒ Incorrect. Refer to Section 4 Lesson 2.

13. The classes of the Java class library are organized into packages.



Mark for Review  
(1) Points

- ☒ True (\*)
- ☐ False

☒ Correct

14. Which statement is true about packages?



Mark for Review  
(1) Points

- ☒ A package contains a group of related classes. (\*)
- ☐ A package makes it difficult to locate the related classes.
- ☐ Packages of the Java class library do not contain related classes.
- ☐ A package doesn't contain a group of related classes.

 Correct

15. Which is a risk of using fully qualified class names when importing?



Mark for Review  
(1) Points

- ☒ Code readability is reduced. (\*)
- ☐ The compiler runs longer.
- ☐ Memory usage is increased.
- ☐ Performance of the code is reduced.



Correct

[Previous](#) [Page 3 of 3](#) [Summary](#)

 Mark for Review  
(1) Points

#### Section 4 - Quiz 1 L1-L2

(Answer all questions in this section)

1. Given the import statement:  
`import java.awt.font.TextLayout;`  
which is the package name?

- ☐ java.awt
- ☒ java.awt.font (\*)
- ☐ awt.font
- ☐ java



 Correct

2. Which two are valid import statements of the Scanner class?

Mark for Review  
(1) Points

(Choose all correct answers)

- ☐ `import java.*;`
- ☒ `import java.util;`
- ☐ `import java.util.*; (*)`
- ☐ `import java.util.Scanner; (*)`

 Incorrect. Refer to Section 4 Lesson 2.

3. Import statements are placed above the class definition.

 Mark for Review  
(1) Points

- ☒ True (\*)
- ☐ False

 Correct

4. Which of the following wild card character is used to import all the classes in a particular package?

 Mark for Review  
(1) Points

- ☒ ;
- ☐ \* (\*)
- ☐ !
- ☐ ~

 Incorrect. Refer to Section 4 Lesson 2.

5. Which package is implicitly imported?

 Mark for Review  
(1) Points

- ☒ java.math
- ☐ java.lang (\*)
- ☐ java.io
- ☐ ava.awt

 Incorrect. Refer to Section 4 Lesson 2.

6. The import statement consists of two parts.



Mark for Review  
(1) Points

```
import  
package.className;
```

One is the package name and the other is the classname.

- ☒ True (\*)
- ☐ False

Correct

7. Which statement is true about packages?



Mark for Review  
(1) Points

- ☐ Packages of the Java class library do not contain related classes.
- ☐ A package makes it difficult to locate the related classes.
- ☒ A package contains a group of related classes. (\*)
- ☐ A package doesn't contain a group of related classes.

Correct

8. Which of the following are the arguments in the following method?



Mark for Review  
(1) Points

```
Employee emp = new Employee();  
emp.calculateSalary(100000, 3.2, 15);
```

- ☐ calculateSalary(100000, 3.2, 15);
- ☐ emp
- ☒ 100000, 3.2, 15 (\*)
- ☐ emp.calculateSalary(100000, 3.2, 15);

Correct

9. Which of the following scenarios would be ideal for writing a method?



Mark for Review  
(1) Points

- ☐ When you don't find similar lines of code to describe an object's behavior.
- ☒ To group similar data types together
- ☐ For every five to six lines of code.
- ☐ When you don't want to repeat similar lines of code to describe an object's behavior. (\*)

Incorrect. Refer to Section 4 Lesson 1.

10. In Java, methods usually hold the properties of an object.



Mark for Review  
(1) Points

- ☒ True
- ☐ False (\*)

Incorrect. Refer to Section 4 Lesson 1.

11. Object instantiation is done using what keyword?



Mark for Review  
(1) Points

- ☒ System
- ☐ instance
- ☐ void
- ☐ new (\*)

Incorrect. Refer to Section 4 Lesson 1.

12. An argument is a value that's passed during a method call



Mark for Review  
(1) Points

- ☒ True (\*)
- ☐ False

Correct

13. Which of the following two operations are appropriate for the main method?



Mark for Review  
(1) Points

(Choose all correct answers)

- ☐ Calling local variables declared within a class's method
- ☒ Calling an instance object's field and methods. (\*)
- ☐ Creating instances of objects (\*)
- ☐ Assigning memory to the variables


Incorrect. Refer to Section 4 Lesson 1.

14. You're designing banking software and need to store 10000 customer accounts with information on the accountholder's name, balance, and interest rate. The best approach is store 30000 separate variables in the main method.

Mark for Review  
(1) Points

- ☒ True
- ☐ False (\*)

 Incorrect. Refer to Section 4 Lesson 1.

**15.** Once an object is instantiated, how might its fields and methods be accessed in Java?  Mark for Review  
(1) Points

- ☒ Using the double-colon(::) operator
- ☐ Using the dot(.) operator (\*) Using
- ☐ the comma(,) operator Using the colon(:) operator

 Incorrect. Refer to Section 4 Lesson 1.

