

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?



Mark for Review
(1) Points

- ☐ 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
- ☐ java.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.