Section 4 Part 2 – Ery

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)

1. Which values are returned by the method nextBoolean();

   Mark for Review
   (1) Points

   ○ Nothing is returned.

   ⦿ Either a true or false. (*)

   ○ An integer value.

   ○ Returns the next value.

   ✔ Correct

2. You need to generate random integer values between 0 and 80 (inclusive). Which statement should you use?

   Mark for Review
   (1) Points

   ○ nextInt(80);

   ○ nextInt();

   ⦿ nextInt(81); (*)

   ○ nextInt(0-79);

   ✔ Correct

3. Using the Random class requires an import statement.

   Mark for Review
   (1) Points

   ⦿ True (*)

   ○ False

   ✔ Correct

4. Which class is used to generate random numbers?

   Mark for Review
   (1) Points

   ○ Double

○ Random (*)

◉ Number

○ Integer

> ❌ Incorrect. Refer to Section 4 Lesson 4.

5. What is the output?

☐ Mark for Review

(1) Points

```
public static void main(String args[]) {
    String greeting = "Java World!";
    String w = greeting.replace("a", "A");
    System.out.println(w);
}
```

○ JavA World!

◉ JAva World!

○ Java World!

○ JAvA World! (*)

> ❌ Incorrect. Refer to Section 4 Lesson 3.

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. What is the output of the following code?

☐ Mark for Review

(1) Points

```
public static void main(String args[]) {
    String firstString = "Java";
    firstString = firstString.concat("World");
    System.out.println(firstString);
}
```

○ World

○ Java

◉ Java World

○ JavaWorld (*)

> ❌ Incorrect. Refer to Section 4 Lesson 3.

7. String objects are immutable.

☐ Mark for Review

(1) Points

○ True (*)

○ False

✅ Correct

8. The replaceFirst() method replaces only the first occurrence of matching character pattern in a string.

☐ Mark for Review

(1) Points

◉ True (*)

○ False

✅ Correct

9. 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

❌ Incorrect. Refer to Section 4 Lesson 3.

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)

11. What is the output?

☐ Mark for Review

(1) Points

```
public static void main(String args[]) {
    String alphaNumeric = "Java World!" + 8;
    System.out.println(alphaNumeric);
}
```

○ Java World! 8

○ Java World!8 (*)

⦿ Compilation error.

○ Java World! + 8

 Incorrect. Refer to Section 4 Lesson 3.

12. Every method of the Math class returns a numerical result.

(1) Points

○ True (*)

⦿ False

 Incorrect. Refer to Section 4 Lesson 5.

13. Which two are the features of the Math class?

(1) Points

(Choose all correct answers)

☐ 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. (*)

☑ The Math methods can be invoked without creating an instance of a Math object. (*)

☐ Math methods can be invoked with Strings as arguments.

 Incorrect. Refer to Section 4 Lesson 5.

14. All the methods in the Math class are static methods.

(1) Points

○ True (*)

⦿ False

 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

Benar semua

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)

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

(1) Points

```
Random r = new Random();
r.nextInt(9) + 2;
```

◉ True (*)

○ False

✔ Correct

2. Using the Random class requires an import statement.

☐ Mark for Review

(1) Points

◉ True (*)

○ False

✔ 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);

○ nextInt();

✓ Correct

4. Which class is used to generate random numbers?

☐ Mark for Review

(1) Points

⦿ Random (*)

○ Number

○ Integer

○ Double

✓ Correct

5. What is the output?

☐ Mark for Review

(1) Points

```
public static void main(String args[]) {
    String greeting = "Java World!";
    String w = greeting.substring(7, 11);
    System.out.println(w);
}
```

⦿ rld! (*)

○ orld!

○ rld

○ ld!

✓ 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)

6. Which method returns the length of a String?

☐ Mark for Review

(1) Points

⦿ length() (*)

○ findLength ()

○ compareTo()

○ charAt()

✓ Correct

7. The String class must be imported using java.lang.String; ☐ Mark for Review

(1) Points

○ True

◉ False (*)

✓ Correct

8. The replaceFirst() method replaces only the first occurrence of matching character ☐ Mark for Review
pattern in a string.

(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. What is the output? ☐ Mark for Review

(1) Points

```
public static void main(String args[]) {
    String alphaNumeric = "Java World!" + 8;
    System.out.println(alphaNumeric);
}
```

○ Compilation error.

○ Java World! + 8

○ 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)

11. What is the output?

```
public static void main(String args[]) {
   String greeting = "Java World!";
   String w = greeting.replace("a", "A");
   System.out.println(w);
}
```

- ○ JAva World!
- ○ Java World!
- ◉ JAvA World! (*)
- ○ JavA World!

✔ Correct

☐ Mark for Review
(1) Points

12. Every method of the Math class returns a numerical result.

- ◉ True (*)
- ○ False

✔ Correct

☐ Mark for Review
(1) Points

13. A constant field, like Math.PI is used to represent a fixed value.

- ◉ True (*)
- ○ False

✔ Correct

☐ Mark for Review
(1) Points

14. Which two are the features of the Math class?

(Choose all correct answers)

☐ Mark for Review
(1) Points

☐ 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. (*)

☐ Math methods can be invoked with Strings as arguments.

☑ The Math methods can be invoked without creating an instance of a Math object. (*)

✓ Correct

15. What is the approximate value of PI?

☐ Mark for Review
(1) Points

⦿ 3.141 (*)

◯ The value varies.

◯ 0

◯ 2.718

✓ Correct

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