

# Section 4 Part 1 – Ery

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



Mark for Review  
(1) Points

- ☒ True (\*)  
☐ False

☒ Correct

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



Mark for Review  
(1) Points

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

☒ Incorrect. Refer to Section 4 Lesson 1.

3. 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);  
☐ testInstance.testMethod(10);  
☒ testInstance.testMethod(3.5, 10);  
☐ testInstance.testMethod(10, 3.5, 0);  
☐ testInstance.testMethod(10, 3.5); (\*)

☒ Incorrect. Refer to Section 4 Lesson 1.

4. How many arguments does the following method accept?



Mark for Review  
(1) Points

```
public void simpleInterest(double principal, int noofYears, double interestRate){  
    System.out.println("The interest rate is " +interestRate );  
}
```

- ☐ 1
- ☒ 0
- ☐ 2
- ☐ 3 (\*)

Incorrect. Refer to Section 4 Lesson 1.

5. Methods allow all instance of a class to share same behaviors.



Mark for Review  
(1) Points

- ☒ True (\*)
- ☐ False

Correct

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

(Answer all questions in this section)

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



Mark for Review  
(1) Points

- ☐ True
- ☒ False (\*)

Correct

7. 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);
```

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

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

 Incorrect. Refer to Section 4 Lesson 1.

8. Object instantiation is done using what keyword?



Mark for Review  
(1) Points

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

 Incorrect. Refer to Section 4 Lesson 1.

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



Mark for Review  
(1) Points

- ☒ True (\*)
- ☐ False

 Correct

10. The JFrame and JOptionPane classes are in the javax.swing package. Which two will import those classes?



Mark for Review  
(1) Points

(Choose all correct answers)

- ☐ import javax.swing.\*; (\*)
- ☒ import javax.swing.JOptionPane;  
import javax.swing.JFrame; (\*)
- ☐ import javax.swing;
- ☐ import javax.swing.J\*;

 Incorrect. Refer to Section 4 Lesson 2.

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**Section 4 - Quiz 1 L1-L2**

(Answer all questions in this section)

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



Mark for Review  
(1) Points

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

 Incorrect. Refer to Section 4 Lesson 2.

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



Mark for Review  
(1) Points

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

 Incorrect. Refer to Section 4 Lesson 2.

13. Which package is implicitly imported?



Mark for Review  
(1) Points

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

 Incorrect. Refer to Section 4 Lesson 2.

14. Which statement is true about packages?



Mark for Review  
(1) Points

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

 Incorrect. Refer to Section 4 Lesson 2.

15. Import statements are placed above the class definition.



Mark for Review  
(1) Points

☒ True (\*)

☐ False

 Correct

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