

CSSE 220 – Object-Oriented Software Development
Rose-Hulman Institute of Technology

Worksheet 04

Name (Print): _____ Section: _____

1. _____ is an ordered sequence of data elements that flows from a source (like a keyboard, file) into your program.

2. Complete the table (code and usage):

Standard Input	Standard Output

3. To use the Scanner class in your Java program, you must import:

1	
2	-----

4. Create a new Scanner object named myScanner that reads input from the console:

1	
2	-----

5. Select the correct statement(s):

- (a) the next() method only reads a single word and excludes any whitespace
- (b) the next() method only reads a single word and includes any whitespace
- (c) the nextLine() method reads the entire line

6. Complete the table with the correct scanner methods:

Method	Description
	Read a boolean value
	Read a int value
	Read a single word (token)
	Read a String (the entire line)

7. 1) To access items in Arrays, we use _____
 2) To access items in HashMap, we use _____

8. True/False: Keys must be unique.

9. To use the HashMap class in your Java program, you must import:

1	
2	-----

10. Create a new HashMap object named airportMap that stores ids and airportNames:

1	
2	-----

11. Complete the table with the HashMap methods:

Method	Description
	Adding items
	Remove items
	Accessing values
	Getting the size of the Hashmap
	Checking if the key is in the HashMap

12. What are two uses of Classes?

- 1) _____
- 2) _____

13. Complete the table:

Name	Definition
	A program that creates and uses objects
	An entity with state and behavior
	A blueprint for creating objects
	A variable that holds data within the class
	A function that describes the behavior of an object