**Review Questions**

1. **The code between a pair of curly braces in a method is a:**
2. function
3. block
4. brick
5. sector
6. **When a block exists within another block, the blocks are:**
7. structured
8. nested
9. sheltered
10. illegal
11. **The portion of a program within which you can reference a variable is the variable’s:**
12. range
13. space
14. domain
15. scope
16. **You can declare variables with the same name multiple times:**
17. within a statement
18. within a block
19. within a method
20. You never can declare multiple variables with the same name.
21. **If you declare a variable as an instance variable within a class, and you declare and use the same variable name within a method of the class, then within the method:**
22. the variable used inside the method takes precedence.
23. the class instance variable takes precedence.
24. the two variables refer to a single memory address.
25. an error will occur.
26. **A method variable \_\_\_ a class variable with the same name.**
27. acquiesces to
28. destroys
29. overrides
30. alters
31. **Non ambiguous, overloaded methods must have the same:**
32. name
33. number of parameters
34. parameter names
35. types of parameters
36. **If a method is written to receive a double parameter, and you pass an integer to the method, then the method will:**
37. work correctly; the integer will be promoted to a double.
38. work correctly; the integer will remain an integer.
39. execute, but any output will be incorrect.
40. not work; an error message will be issued.
41. **A constructor \_\_\_ parameters.**
42. can receive.
43. cannot receive.
44. must receive.
45. can receive a maximum of 10.
46. **A constructor \_\_\_ overloaded:**
47. can be.
48. cannot be.
49. must be.
50. is always automatically.
51. **Usually, you want each instantiation of a class to have its own copy of:**
52. the data fields.
53. the class methods.
54. both above.
55. none of the above.
56. **If you create a class that contains one method and instantiate two objects, you usually store for use with the objects:**
57. one copy of the method
58. two copies of the method
59. two different methods containing two different “this” references.
60. data only (the methods are not stored)
61. **The “this” reference:**
62. can be used implicitly.
63. must be used implicitly.
64. must not be used implicitly.
65. must not be used.
66. **Methods that you reference with individual objects are:**
67. private
68. public
69. static
70. non-static
71. **Variables that are shared by every instantiation of a class are:**
72. class variables
73. private variables
74. public variables
75. illegal
76. **The keyword final used with a variable declaration indicates:**
77. the end of the program.
78. a static field.
79. a symbolic constant.
80. that no more variables will be declared in the program.
81. **Java classes are stored in a folder or:**
82. packet
83. package
84. bundle
85. gaggle
86. **Which of the following statements determines the square root of a number and assigns it to the variable ‘s’?**
87. s = sqrt(number);
88. s = Math.sqrt(number);
89. number = sqrt(s);
90. number = Math.sqrt(s);
91. **A GregorianCalendar object can be created with one of seven constructors. This means that the constructors:**
92. override each other.
93. are ambiguous.
94. are overloaded.
95. all of the above.
96. **The GregorianCalendar class get() method always returns a(n):**
97. day of the week.
98. date
99. integer
100. GregorianCalendar object.

**EJERCICIOS:** **https://github.com/octaviocel/Chapter4Joyce.git**