**Tes JF Section 2 Quiz 2 - L8-L14**

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**Section 2**

**(Jawab semua pertanyaan di bagian ini)**

1. In Alice, when is the sceneActivationListener executed?

When an object appears on screen

At the end of the animation

At the beginning of the animation

When the user clicks on on object

Tandai untuk Ditinjau

(1) Point

2. To save a class to the myClasses directory you do so at the \_\_\_\_\_\_\_\_ level.

object

eventListener

Scene

Class

Tandai untuk Ditinjau

(1) Point

3. Which is an example of the Boolean variable type?

3

Hello World

An object

True or False

Tandai untuk Ditinjau

(1) Point

4. Which of the following is not an Alice variable value type?

Decimal Number

Function

Whole Number

Color

Tandai untuk Ditinjau

(1) Point

5. When presenting your Alice animation, ensure that your presentation is thoroughly tested and complete. True or false?

benar

Palsu

Tandai untuk Ditinjau

(1) Point

Bottom of Form

6. What should you refer to for the animation's design specifications as you program your Alice animation?

Storyboard

Code

Scenario

Scene editor

Tandai untuk Ditinjau

(1) Point

7. From your Alice lessons, when testing your animation, you should test that comments were added below each sequence of instructions in the code. True or false?

benar

Palsu

Tandai untuk Ditinjau

(1) Point

8. You want a block of code to be executed only once if certain conditions are met. What type of Java construct would you use?

if

boolean

array

while loop

Tandai untuk Ditinjau

(1) Point

9. If you want one message to display if a user is below the age of 18 and a different message to display if the user is 18 or older, what type of construct would you use?

for all loop

if

while loop

do loop

Tandai untuk Ditinjau

(1) Point

10. In Alice, which of the following programming statements moves the cat forward the distance to the bird?

this.Cat move {this.Bird getDistanceTo this.Cat / 2}

this.Bird move forward {this.Bird getDistanceTo this.Cat}

this.Cat move forward {this.Bird getDistanceTo this.Cat / 2}

this.Cat move forward {this.Cat getDistanceTo this.Bird}

Tandai untuk Ditinjau

(1) Point

11. In Alice, which of the following programming statements moves the cat backward, half the distance to the bird?

this.Cat move backward {this.Cat getDistanceTo this.Bird / 2}

this.Bird move forward {this.Bird getDistanceTo this.Cat / 2}

this.Cat move backward {this.Bird getDistanceTo this.Cat / 2}

this.Cat move forward {this.Bird getDistanceTo this.Cat / 2}

Tandai untuk Ditinjau

(1) Point

12. Which of the following is not a valid primitive type in Java?

boolean

int

String

double

long

Tandai untuk Ditinjau

(1) Point

13. Expressions with relational operators produce true and false values. True or false?

benar

Palsu

Tandai untuk Ditinjau

(1) Point

14. A loop can be infinite (continue forever) or conditional (stops upon a condition). True or false?

benar

Palsu

Tandai untuk Ditinjau

(1) Point

15. In Alice, the use of conditional control structures allows what two types of loops?

(Pilih semua jawaban yang benar)

infinite

together

switch

conditional

Tandai untuk Ditinjau

(1) Point