**Test: JF Section 3 Quiz 1 - L1-L5**

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**Section 3**

**(Answer all questions in this section)**

1. From your Greenfoot lessons, where do you review a class's inherited methods?

Inspector

Act method

If-statement

Documentation

Mark for Review

(1) Points

2. From your Greenfoot lessons, in an if-statement, the programming statements written in curly brackets are executed simultaneously. True or false?

True

False

Mark for Review

(1) Points

3. From your Greenfoot lessons, which of the following is not a step to creating a new subclass?

Click New subclass...

Name the class.

Select an image for the class.

Right-click on a superclass.

Program the class to move forward.

Mark for Review

(1) Points

4. From your Greenfoot lessons, the reset button resets the scenario back to its initial position. True or false?

True

False

Mark for Review

(1) Points

5. What does an instance of the World class do?

Provide the superclass for acting objects.

Provide the acting objects for the scenario.

Provide the background scenery for the scenario.

Provide the source code for instances.

Mark for Review

(1) Points

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6. In Greenfoot, the class holds the general attributes of an instance, such as the methods it inherits. True or false?

True

False

Mark for Review

(1) Points

7. In Greenfoot, instances inherit the characteristics of the subclass they belong to, but not the superclass. True or false?

True

False

Mark for Review

(1) Points

8. In Greenfoot, the properties of an instance can be modified in the documentation. True or false?

True

False

Mark for Review

(1) Points

9. In the Greenfoot IDE, which type of variable allows instances to store information?

Instance variable

World variable

Class variable

Method variable

Mark for Review

(1) Points

10. An instance variable can be saved and accessed later, even if the instance no longer exists. True or false?

True

False

Mark for Review

(1) Points

11. In Greenfoot, you will not receive an error message if your code is incorrect. It will simply not work, and you will have to determine why the code doesn't work. True or false?

True

False

Mark for Review

(1) Points

12. What does the following Greenfoot programming statement tell the class to do?  
if (Greenfoot.getRandomNumber(100) < 6) { turn(18); }

If a random number is returned that is less than 6, move 18 steps.

Turn 6 degrees, then turn 18 degrees.

If a random number is returned that is greater than 6, turn 18 degrees.

If a random number is returned that is less than 6, turn 18 degrees.

Mark for Review

(1) Points

13. In Greenfoot, you can use comparison operators to compare a variable to a random number. True or false?

True

False

Mark for Review

(1) Points

14. From your Greenfoot lessons, which type of constructor can be used to automate creation of Actor instances?

Animal

Vector

World

Actor

Mark for Review

(1) Points

15. From your Greenfoot lessons, which axes define an object's position in a world?

(Choose all correct answers)

x

w

y

z