**Test: JF Section 3 Quiz 2 - L6-L10**

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**Section 3**

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

1. Abstraction occurs in many different ways in programming. True or false?

True

False

Mark for Review

(1) Points

2. In Java what is casting?

Casting is when we change the coordinates of an actor

Casting is when we want to tell the java compiler that a class we are accessing is really another type of class

Casting is when we reset the state of an instance.

Casting is when we remove an object from the world

Mark for Review

(1) Points

3. In Greenfoot, you will never have to cast as we only ever use 2 classes - World and Actor.

True

False

Mark for Review

(1) Points

4. Which actor method is used to detect a simple collision?

isTouching()

hasTouched()

hasCollided()

isCollision()

isInContactWith()

Mark for Review

(1) Points

5. From your Greenfoot lessons, to save space in the act method, you can write an entirely new method below it, called a \_\_\_\_\_\_\_\_\_\_\_\_\_.

Class method

Instance method

Code method

World method

Defined method

Mark for Review

(1) Points

6. In Greenfoot, a way to have all subclasses of a superclass inherit a method is by adding the method to the superclass. True or false?

True

False

Mark for Review

(1) Points

7. In Greenfoot, which method checks if a key on the keyboard has been pressed?

keyPress method

keyClick method

isKeyDown method

isKeyUp method

Mark for Review

(1) Points

8. Which method is used to play sound in your Greenfoot game?

importSound method

getSound method

playSound method

findSound method

Mark for Review

(1) Points

9. In Greenfoot, what type of parameter does the isKeyDown method expect?

Method

Boolean

String

Integer

Mark for Review

(1) Points

10. In Greenfoot, a local variable is declared at the beginning of a class. True or false?

True

False

Mark for Review

(1) Points

Bottom of Form

11. How would the following sentence be written in Greenfoot source code? If Bee is turning, and the keyboard key "d" is down...

if (&&isTurning ! Greenfoot.isKeyDown("d") )

if (!isTurning && Greenfoot.isKeyDown("d") )

if (!Greenfoot.isKeyDown && isTurning("d") )

if (isTurning && Greenfoot.isKeyDown("d") )

Mark for Review

(1) Points

12. In the Greenfoot IDE, what does the AND operator (&&) do?

Compares two boolean values and returns a boolean value which is true if either one of the operands is true.

Compares two boolean values, and returns a boolean value which is true if and only if one of its operands are true.

Compares two boolean values, and returns a boolean value which is true if and only if both of its operands are true.

Compares two boolean variables or expressions and returns a result that is true if either of its operands are true.

Mark for Review

(1) Points

13. Greenfoot Actor instances get their images from which of the following?

Their methods

Their class

Their source code

Their image editor

Mark for Review

(1) Points

14. Which class holds the method that ends a Greenfoot game?

Actor

GreenfootImage

Greenfoot

Class

Mark for Review

(1) Points

15. In Greenfoot, which method is used to end a game?

Class.stop( );

Greenfoot.stop( );

Game.stop(1);

Duke.stop( );

Mark for Review

(1) Points