

Question 1) A constructor that can be called without any arguments

- A) Interface
- B) Garbage Collection
- C) Default Constructor
- D) Runtime Polymorphism

Answer: Question 2) the compiler cannot make the determination but instead the determination is made while the program is running

- A) Runtime Polymorphism
- B) Abstract data type (ADT)
- C) Linked List
- D) Heap

Answer: Question 3) Each item in an ArrayList is known as an \_\_\_\_\_

- A) Element
- B) Heap
- C) Element
- D) Private

Answer: Question 4) a class which defines a set of methods that an implementing class must override and define

- A) Linked List
- B) Switch Statement
- C) Interface
- D) Interface

Answer: Question 5) The region where the "new" operator allocates memory for objects

- A) Primitive type
- B) Primitive type
- C) Heap
- D) Element

Answer: \*\*\*\*\*SCORE\*\*\*\*\*

# of Correct Answers: 0

# of Total Questions: 5

Percent Score: 0.00

\*\*\*\*\*SCORE\*\*\*\*\*

\*\*\*\*\*CORRECT ANSWERS\*\*\*\*\*

# 1 Correct Answer: Default Constructor  
# 2 Correct Answer: Runtime Polymorphism  
# 3 Correct Answer: Element  
# 4 Correct Answer: Interface  
# 5 Correct Answer: Heap  
\*\*\*\*\*CORRECT ANSWERS\*\*\*\*\*

Question 6) refers to determining which program behavior to execute depending on data types

- A) Default Constructor
- B) Polymorphism
- C) Stack

D) Switch Statement

Answer: Question 7) An ordered list of reference type items

- A) ArrayList
- B) Stack
- C) Garbage Collection
- D) Heap

Answer: Question 8) Indicates that the variable or method is tied to the class, not an object

- A) Static Keyword
- B) Primitive type
- C) Public
- D) Concrete Class

Answer: Question 9) A \_\_\_\_\_ variable directly stores the data for that variable type, such as int, double, or char

- A) Switch Statement
- B) Element
- C) Primitive type
- D) Abstract data type (ADT)

Answer: Question 10) A good alternative to an if-else statement that uses a default case

- A) This
- B) Element
- C) Switch Statement
- D) ArrayList

Answer: \*\*\*\*\*SCORE\*\*\*\*\*

# of Correct Answers: 0

# of Total Questions: 10

Percent Score: 0.00

\*\*\*\*\*SCORE\*\*\*\*\*

\*\*\*\*\*CORRECT ANSWERS\*\*\*\*\*

# 6 Correct Answer: Polymorphism  
# 7 Correct Answer: ArrayList  
# 8 Correct Answer: Static Keyword  
# 9 Correct Answer: Primitive type  
# 10 Correct Answer: Switch Statement  
\*\*\*\*\*CORRECT ANSWERS\*\*\*\*\*

Question 11) The region where a method's local variables are allocated during a method call

- A) Switch Statement
- B) Stack
- C) Abstract Class
- D) Concrete Class

Answer: Question 12) used to define variables of specific objects

- A) Protected

- B) This
- C) Map Interface
- D) Stack

Answer: Question 13) Accessible by self

- A) Heap
- B) Public
- C) Private
- D) Runtime Polymorphism

Answer: Question 14) A class that is not abstract, and hence can be instantiated

- A) Interface
- B) Concrete Class
- C) Private
- D) Public

Answer: Question 15) A data type whose creation and update are constrained to specific well-defined operations

- A) Concrete Class
- B) Abstract data type (ADT)
- C) Polymorphism
- D) Interface

Answer: \*\*\*\*\*SCORE\*\*\*\*\*  
# of Correct Answers: 0  
# of Total Questions: 15

Percent Score: 0.00  
\*\*\*\*\*SCORE\*\*\*\*\*

\*\*\*\*\*CORRECT ANSWERS\*\*\*\*\*  
# 11 Correct Answer: Stack  
# 12 Correct Answer: This  
# 13 Correct Answer: Private  
# 14 Correct Answer: Concrete Class  
# 15 Correct Answer: Abstract data type (ADT)  
\*\*\*\*\*CORRECT ANSWERS\*\*\*\*\*

Question 16) Accessible by self, derived classes, and everyone else

- A) Protected
- B) Polymorphism
- C) Public
- D) Default Constructor

Answer: Question 17) The \_\_\_\_ Interface within the Java Collections Framework defines a Collection that associates (or maps) keys to values

- A) Protected
- B) Map Interface
- C) Primitive type
- D) Private

Answer: Question 18) An abstract class is a class that guides the design of subclasses but cannot itself be instantiated as an object

- A) Abstract Class
- B) Linked List
- C) Garbage Collection
- D) Polymorphism

Answer: Question 19) Automatically frees unused memory locations in order to enable memory reuse

- A) Reference count
- B) Abstract Class
- C) Garbage Collection
- D) Stack

Answer: Question 20) An object that points to a location in a List and provides methods to access an element and advance it's position

- A) Private
- B) Heap
- C) ListIterator
- D) Element

Answer: \*\*\*\*\*SCORE\*\*\*\*\*

# of Correct Answers: 1  
# of Total Questions: 20

Percent Score: 5.00

\*\*\*\*\*SCORE\*\*\*\*\*

\*\*\*\*\*CORRECT ANSWERS\*\*\*\*\*

# 16 Correct Answer: Public  
# 17 Correct Answer: Map Interface  
# 19 Correct Answer: Garbage Collection  
# 20 Correct Answer: ListIterator

\*\*\*\*\*CORRECT ANSWERS\*\*\*\*\*

Question 21) A variable than can refer to an instance of a class, also known as an object

- A) Reference Type
- B) Stack
- C) Default Constructor
- D) Static Keyword

Answer: Question 22) Using a \_\_\_\_\_ will avoid array add/remove performance issues

- A) Linked List
- B) Primive type
- C) Reference Type
- D) Polymorphism

Answer: Question 23) the count of all reference variables that are currently referring to an object

- A) ListIterator
- B) Primive type
- C) Reference count
- D) Interface

Answer: Question 24) defining multiple constructors differing in parameter types

- A) Abstract Class
- B) Constructor Overloading
- C) Polymorphism
- D) Reference Type

Answer: Question 25) Accessible by self, derived classes, and other classes in the same package

- A) Switch Statement
- B) Polymorphism
- C) Protected
- D) Runtime Polymorphism

Answer: \*\*\*\*\*SCORE\*\*\*\*\*  
# of Correct Answers: 3  
# of Total Questions: 25

Percent Score: 12.00  
\*\*\*\*\*SCORE\*\*\*\*\*

\*\*\*\*\*CORRECT ANSWERS\*\*\*\*\*  
# 23 Correct Answer: Reference count  
# 24 Correct Answer: Constructor Overloading  
# 25 Correct Answer: Protected  
\*\*\*\*\*CORRECT ANSWERS\*\*\*\*\*

Captured Using The Command In Linux Terminal: "Java Ecproject > Output.Txt"