

CSA Quarter 1 (3 of 3)

Started: Oct 12 at 6:12pm

Quiz Instructions

2 attempts

Best score

This Practice is NOT comprehensive; the Midterm is NOT a subset of this Practice.

Question 1

100 pts

When an object's internal data is hidden from outside code and access to that data is restricted to the object's methods, the data is protected from accidental corruption.

☐ False

☒ True

Question 2

100 pts

The term "default constructor" is applied to the first constructor written by the author of the class.

☒ False

☐ True

Question 3

100 pts

Java source files end with the `.class` extension.

☐ True

☒ False

Question 4

100 pts

Which statement best describes the portability characteristic of Java?

- ☐ The same Java compiler can be used on many operating systems.
- ☒ The same already-compiled Java programs will run on Windows, UNIX, Linux, or Macintosh operating systems without any change.
- ☐ It is easy to change a Java program so that it will work on different operating systems.
- ☐ There are only small differences between the Java programming language on different operating systems.

Question 5

100 pts

The line `public class HelloPrinter` indicates which declaration below?

- ☐ Declaration of the variable `class`.
- ☐ Declaration of the class `public`.
- ☒ Declaration of the class `HelloPrinter`.
- ☐ Declaration of the variable `HelloPrinter`.
- ☐ Declaration of the variable `public`.

Question 6

100 pts

What is the result of the following expression?

`10 + 5 * 3 - 20`

- ☒ 5
- ☐ -5
- ☐ -50
- ☐ 25

Question 7**100 pts**

Software refers to

- ☐ firmware
- ☐ data stored in RAM
- ☐ the physical components a computer is made of
- ☒ programs

Question 8**100 pts**

What term is used to refer to an informal description of a sequence of steps or to an algorithm for solving a problem?

- ☐ Java Virtual Machine instructions
- ☐ machine instructions for a specific CPU
- ☒ pseudocode
- ☐ assembly language instructions
- ☐ Java statements

Question 9**100 pts**

Cite the pieces of info in a declaration of a method.

- ☐ the type of the instance variable, an access specifier, and a list of the parameters (if any)
- ☒ an access specifier, a return type, a method name, and a list of the parameters (if any)
- ☐ an access specifier, the type of the instance variable, and the name of the instance variable
- ☐ the return type, the name of the method, and a list of the parameters (if any)

Question 10

100 pts

What would be displayed as a result of executing the following code?

```
int x = 15, y = 20, z = 32;  
x += 12;  
y /= 6;  
z -= 14;  
System.out.println("x = " + x +  
                    ", y = " + y +  
                    ", z = " + z);
```

- ☐ x = 27, y = 2, z = 18
- ☐ x = 27, y = 3.333, z = 18
- ☐ x = 37, y = -14, z = 4
- ☒ x = 27, y = 3, z = 18

Question 11

100 pts

The header of a value-returning method must specify _____.

- ☐ the method's local variable names
- ☐ All of these must be specified.
- ☐ the name of the variable in the calling method that will receive the returned value

- ☒ the data type of the return value

Question 12**100 pts**

In Java, a(n) _____ specifies the kind of values that can be stored in a variable.

- ☒ type
- ☐ class
- ☐ literal
- ☐ operator

Question 13**100 pts**

What is the value of **z** after the following statements have been executed?

```
int x = 4, y = 33;  
double z;  
z = (double) (y / x);
```

- ☒ 8.0
- ☐ 0
- ☐ 8.25
- ☐ 4

Question 14**100 pts**

What output will be displayed as a result of executing the following code?

```
int x = 5, y = 20;  
x += 32;
```

```
y /= 4;  
System.out.println("x = " + x + ", y = " + y);
```

- ☐ x = 9, y = 52
- ☐ x = 160, y = 80
- ☐ x = 32, y = 4
- ☒ x = 37, y = 5

Question 15

100 pts

Which of the following statements correctly creates a **Scanner** object for keyboard input?

- ☐ `Scanner kbd = new Scanner(System.keyboard);`
- ☐ `Keyboard scanner = new Keyboard(System.in);`
- ☒ `Scanner keyboard = new Scanner(System.in);`
- ☐ `Scanner keyboard(System.in);`

Question 16

100 pts

What is the value of **z** after the following code is executed?

```
int x = 5, y = 28;  
float z;  
z = (float) (y / x);
```

- ☐ 5.60
- ☐ 3.0
- ☐ 5.6
- ☒ 5.0

Question 17**100 pts**

Which of the following statements will create a reference, `str`, to the `String` "Hello, World"?

- ☐ `str = "Hello, World";`
- ☐ `string str = "Hello, World";`
- ☐ `String str = new "Hello, World";`
- ☒ `String str = "Hello, World";`

Question 18**100 pts**

What term is used to refer to an individual instruction inside a method?

- ☐ comment
- ☐ object
- ☐ class
- ☒ statement

Question 19**100 pts**

A _____ contains sequences of programming instructions that describe how to perform a particular task.

- ☒ method
- ☐ label
- ☐ parameter
- ☐ variable

Question 20**100 pts**

A running program is a sequence of instructions stored in

- ☐ software
- ☐ firmware
- ☐ the CPU
- ☒ the computer's memory

Question 21**100 pts**

Which of the following statements about test programs is true?

- ☐ Writing and using a tester is optional.
- ☐ A tester class does not contain the `main` method.
- ☒ Test programs verify that methods have been implemented correctly.
- ☐ Writing test programs is not an important skill.

Question 22**100 pts**

Variables are

- ☐ operators that perform operations on one or more operands
- ☐ reserved words
- ☐ symbolic names made up by the programmer and once created, their values cannot be changed
- ☒ symbolic names made up by the programmer that represent memory locations

Question 23**100 pts**

Select all that apply. Local variables _____.

- ☒ are hidden from other methods
- ☒ lose the values stored in them between calls to the method in which the variable is declared
- ☐ cannot be changed once they are given a value in the method where they exist
- ☒ may have the same name as local variables in other methods

Question 24**100 pts**

Select all that apply. Which of the following types of values can be passed to a method that has an `int` parameter variable?

- ☐ `float`
- ☐ `double`
- ☒ `int`
- ☐ `long`

Question 25**100 pts**

Select all that apply. Which of the following are benefits of using methods in programming?

- ☒ Problems are solved more easily.
- ☒ Code can be reused.

☐ The program will compile faster.

☒ Programs are simplified.

Quiz saved at 5:44pm

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