**Core Java, Quiz-1, Date: 06/09/2018**

**1. names that refer to values or names - letters, digits, \_, and $.**

**-rules for creating a name in a program**

a. runtime error

b. input error

c. identifier

d. expression

c. identifier

**2. a very large int, more precise**

1. int type

2. double type

3. constant

4. long type

4. long type

**3. casting from a small type to a larger type, this is done manually.**

a. floating-point number

b. assignment statement

c. widening (of types)

d. narrowing (of types)

c. widening (of types)

**4. abstract is a---**

a. keyword

b. statement

c. int type

d. final keyword

a. keyword

**5. escape sequence**

1. final

2. keywords

3. Bit

4. \"

4. \"

**6. Numbers with a decimal point (var double)**

1. floating-point number

2. concatenate strings

3. Floating point

4. widening (of types)

1. floating-point number

**7. occurs when a program does not perform the way it was intended to**

1. preincrement

2. logic error

3. identifier

4. compiler

2. logic error

**8. float**

1. name of type

2. name of a type

3. variable name

4. data type

2. name of a type

**9. same as lazy operator - && or || (and, or)**

1. dangling else ambiguity

2. selection statement

3. floating-point number

4. short circuit operator

4. short circuit operator

**10. when else matches with the most recent if statement**

1. assignment statement

2. dangling else ambiguity

3. short circuit operator

4. Conditional Expression ( ? :)

2. dangling else ambiguity

**11. /\*XXXXXXXXXXXXX\*/**

1. Block Comment

2. postincrement

3. preprocessor

4. Floating point

1. Block Comment

**12. ++ placed after variable. uses original variable in expression then increases by 1**

1. postdecrement

2. preincrement

3. statement

4. postincrement

4. postincrement

**13. an environment for developing Java programs**

1. Conditional Expression ( ? :)

2. Integrated development environment

3. nextDouble

4. Augmented assignment operators

2. Integrated development environment

**14. instructions for a high-level program**

1. statement

2. nextDouble

3. postdecrement

4. data type

1. statement

**15. evaluates to the value to be assigned to a variable (=)**

1. assignment statement

2. widening (of types)

3. Boolean Expression

4. assignment operator

1. assignment statement

**16. checks the validity of a bytecode**

1. Bytecode

2. bytecode verifier

3. widening (of types)

4. logic error

2. bytecode verifier

**17. 3.14159E1**

1. floating point/pi

2. octa integer

3. Boolean Value

4. illegal identifier

1. floating point/pi

**18. ++**

1. name of type

2. escape character

3. Boolean Expression

4. increment operator

4. increment operator

**19. -- placed before variable. decreases variable by one, then uses it in the expression**

1. runtime error

2. predecrement

3. wildcard import

4. postdecrement

2. predecrement

**20. an operation that converts a value of one data type into a value of another data type**

1. statement

2. casting

3. keyword

4. comment

2. casting

**21. an exact number, 1, 4 or 10**

1. Assembler

2. statement

3. int type

4. constant

3. int type

**22. do, else, and break**

1. keyword

2. keywords

3. operands

4. operators

2. keywords

**23. An expression that evaluates a Boolean value to be true or false**

1. Boolean Expression

2. boolean operators

3. scope of a variable

4. dangling else ambiguity

1. Boolean Expression

**24. casting a data type from a large range to a smaller range - Java does this automatically**

1. narrowing (of types)

2. dangling else ambiguity

3. floating-point number

4. runtime error

1. narrowing (of types)

**25. =**

1. assignment statement

2. increment operator

3. assignment operator

4. decrement operator

3. assignment operator

**26. result from errors in code construction, such as misspellings, wrong punctuation, etc.**

1. syntax error

2. Bytecode

3. source code/program

4. interpreter

1. syntax error

**27. using no breaks in a switch**

1. conditional operator

2. concatenate strings

3. primitive data type

4. fall-through behavior

4. fall-through behavior

**28. denotes names**

1. final

2. final keyword

3. Bit

4. Block

1. final

**29. import**

1. directive

2. preprocessor

3. identifier

4. name of type

1. directive

**30. errors that cause a program to terminate early, an impossible operation is detected**

1. runtime error

2. logic error

3. input error

4. postincrement

1. runtime error