**Core Java, Quiz-2, Date: 08/09/2018**

**1. imports all the classes in a package by using a \* (import java.util.\*;)**

1. operator precedence

2. wildcard import

3. floating-point number

4. input error

2. wildcard import

**2. translates a Java source file into a Java bytecode file**

1. compiler

2. comment

3. variable

4. Assembler

1. compiler

**3. var++, + and -, casting, !, \* / %, + - concaction, (See page 105)**

1. assignment statement

2. operator precedence

3. selection statement

4. Application Program Interface ( API)

2. operator precedence

**4. --**

1. assignment statement

2. decrement operator

3. postdecrement

4. name of type

2. decrement operator

**5. 8 bits to 1 byte**

1. illegal identifier

2. operators

3. octa integer

4. Byte

4. Byte

**6. \n**

1. variable name

2. name of type

3. decrement operator

4. escape character

4. escape character

**7. ? : for if statement shorthand**

1. Relational Operators (Boolean)

2. selection statement

3. Conditional Expression ( ? :)

4. conditional operator

4. conditional operator

**8. a type**

1. directive

2. String

3. operands

4. identifier

2. String

**9. the amount of space between pixels, measured in millimeters**

1. overflow

2. logic error

3. scope of a variable

4. dot pitch

4. dot pitch

**10. int**

1. int type

2. name of type

3. data type

4. final keyword

2. name of type

**11. denotes a value as a constant**

1. final keyword

2. final

3. input error

4. preprocessor

1. final keyword

**12. Reserved words that have a specific meaning in java and cannot be used for variables**

1. preincrement

2. keywords

3. keyword

4. overflow

3. keyword

**13. -- placed after variable. uses original variable in expression then decreases by 1**

1. Block Comment

2. postdecrement

3. statement

4. postincrement

2. postdecrement

**14. represents a value stored in the computers memory**

1. operands

2. variable

3. data type

4. statement

2. variable

**15. int, real numbers, characters and booleans**

1. dangling else ambiguity

2. selection statement

3. short circuit operator

4. primitive data type

4. primitive data type

**16. Similar to machine instructions, but can run on any platform with a JVM**

1. constant

2. Literal

3. Bytecode

4. int type

3. Bytecode

**17. a class name in the system library that contains different java functions**

1. literal

2. util

3. Assembler

4. casting

2. util

**18. !, &&, ||, ^**

1. Floating point

2. bytecode verifier

3. Boolean Expression

4. boolean operators

4. boolean operators

**19. 075**

1. floating point/pi

2. name of type

3. identifier

4. octa integer

4. octa integer

**20. statements that let you choose actions with alternative choices**

1. Boolean Expression

2. primitive data type

3. operator precedence

4. selection statement

4. selection statement

**21. on a program denoted by //xxxxx or /\*xxxx\*/**

1. comment

2. casting

3. double type

4. constant

1. comment

**22. method that is applied to objects of Scanner**

1. Literal

2. Assembler

3. statement

4. nextDouble

4. nextDouble

**23. determine the order in which operators are evaluated**

1. operator associativity

2. Conditional Expression ( ? :)

3. interpreter

4. assignment statement

1. operator associativity

**24. scientific notation**

1. postincrement

2. Floating point

3. boolean operators

4. final keyword

2. Floating point

**25. <, <=, ==, !=, >, >=**

1. Application Program Interface ( API)

2. operators

3. Floating point

4. Relational Operators (Boolean)

4. Relational Operators (Boolean)

**26. a high-level program's code**

1. bytecode verifier

2. source code/program

3. concatenate strings

4. interpreter

2. source code/program

**27. can be true or false**

1. double type

2. Boolean Value

3. bytecode verifier

4. long type

2. Boolean Value

**28. ;**

1. widening (of types)

2. increment operator

3. statement terminator

4. assignment statement

3. statement terminator

**29. import statement**

1. preprocessor

2. preincrement

3. expression

4. operators

1. preprocessor

**30. If you try to store a value in a data type that cannot handle it.**

1. overflow

2. compiler

3. Assembler

4. dot pitch

1. overflow