**Core Java, Quiz-5, Date: 16/09/2018**

1. Used to execute a loop body a fixed number of times; has three parts: initial action that initializes a control variable, the loopcontinuation-condition,

and execution after each iteration and is often used to adjust the control variable

1. While Loop
2. Nested Loop
3. Do-While Loop
4. For Loop

4.For Loop

2. The actual value that is passed into the method by a caller

1. Formal Parameter/Parameter
2. Sentinel Value
3. Scope of a Variable
4. Actual Parameter/Argument

4. Actual Parameter/Argument

3. Using a method without knowing how it is implemented

1. Information Hiding/Encapsulation
2. Instance Method
3. Off-by-One Error (Arrays)
4. Encoding

1. Information Hiding/Encapsulation

4. A loop statement that executes infinitely

1. Sentinel Value
2. Instance Method
3. Nested Loop
4. Infinite Loop

4. Infinite Loop

5. Controls how many times an operation or sequence of operations performed in succession

1. Index
2. Pre-Test Loop
3. Loop
4. While Loop

3. Loop

6. Consists of an outer loop and one or more inner loops

1. Instance Method
2. Nested Loop
3. Post-Test Loop
4. Pre-Test Loop

2. Nested Loop

7. Keywords such as public, static, and final

1. Searching
2. Modifier
3. Encoding
4. Infinite Loop

2. Modifier

8. Separating the use of a method from its implementation

1. Method Abstraction
2. Method Signature
3. Output Redirection
4. Scope of a Variable

1. Method Abstraction

9. Only can be invoked from a specific string instance

1. Continue Statement
2. Instance Method
3. Nested Loop
4. Infinite Loop

2. Instance Method

10. The process of looking for a specific element in an array

1. Modifier
2. Scope of a Variable
3. Searching
4. String

3. Searching

11. \ (the backslash)

1. Actual Parameter/Argument
2. Method Signature
3. Escape Character
4. Break Statement

3.Escape Character

12. The part of the loop that contains the statements to be repeated

1. Loop Body
2. Pass-By-Value
3. Char type
4. Searching

1. Loop Body

13. A numeric association to an element in a collection of data; the position of an object in an array

1. Index
2. Stub
3. Loop
4. Method Overloading

1. Index

14. A special value that signifies the end of the loop

1. Nested Loop
2. Sentinel Value
3. Method Signature
4. Static Method

2. Sentinel Value

15. While & For Loops; the continuation condition is checked before the loop body is executed

1. Pre-Test Loop
2. Nested Loop
3. While Loop
4. Post-Test Loop

1. Pre-Test Loop

16. How characters are encoded

1. Escape Sequence
2. Encoding Scheme
3. Continue Statement
4. Indexed Variable

2. Encoding Scheme

17. When there are two or more possible matches for the invocation of a method, but the compiler is unable to determine the

best match

1. Anonymous Array
2. Ambiguous Invocation
3. Input Redirection
4. While Loop

2. Ambiguous Invocation

18. A simple, incomplete version of a method

1. Sentinel Value
2. Stub
3. Loop
4. Index

2. Stub

19. the variable inside the brackets, [ ]

1. Method Signature
2. Scope of a Variable
3. Anonymous Array
4. Indexed Variable

4. Indexed Variable

20. The value of the argument passed to the parameter when a method is invoked with an argument

1. Pre-Test Loop
2. Post-Test Loop
3. Loop Body
4. Pass-By-Value

4. Pass-By-Value

21. Sends the output to a file rather than displaying it on the console

1. Input Redirection
2. Output Redirection
3. Garbage Collection
4. Method Abstraction

2. Output Redirection

22. Immediately ends the innermost loop

1. Encoding Scheme
2. Break Statement
3. Continue Statement
4. Method Signature

2. Break Statement

23. A character data type used to represent a single character

1. Loop Body
2. Iteration
3. Static Method
4. Char type

4. Char type

24. Specifies how an item should be displayed, which may be a numeric value, character, Boolean value, or string. Begins with %

1. Input Redirection
2. Post-Test Loop
3. Format Specifier
4. Pre-Test Loop

3. Format Specifier

25. A non-instant method that can be invoked without using an object

1. Nested Loop
2. Char type
3. Static Method
4. Loop Body

3. Static Method