

## Core Java, Quiz-3, Date: 13/09/2018

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**1. consists of a set of separate programs, each invoked from a command line, for developing and testing Java programs**

1. identifier
2. **Java Development Toolkit**
3. postdecrement
4. expression

**2. using the (+) sign to combine strings**

1. **concatenate strings**
2. scope of a variable
3. operator precedence
4. Conditional Expression ( ? :)

**3. Evaluates an expression based on a condition (pg 103)**

1. **Conditional Expression ( ? :)**
2. assignment statement
3. scope of a variable
4. compiler

**4. char**

1. data type
2. **name of type**
3. runtime error
4. int type

**5. translates source code into machine code**

1. predecrement
2. **interpreter**
3. util
4. logic error

**6. a device used to translate assembly-language programs into machine code**

1. variable
2. **Assembler**
3. predecrement
4. overflow

**7.     +, -, \*, /, %**

1.     operands
2.     preprocessor
3.     long type
4.     **operators**

**8.     the kind of data stored in each variable**

1.     **data type**
2.     nextDouble
3.     statement
4.     dot pitch

**9.     Variable**

1.     preprocessor
2.     **identifier**
3.     directive
4.     String

**10.    a constant value that appears directly in a program**

1.     variable
2.     comment
3.     input error
4.     **literal**

**11.    input, process, output - describes simple code**

1.     **IPO**
2.     variable
3.     input error
4.     comment

**12.    A library in Java that contains predefined classes and interfaces**

1.     Relational Operators (Boolean)
2.     Integrated development environment
3.     **Application Program Interface ( API)**
4.     widening (of types)

**13.    the values operated on by a operator**

1.     dot pitch
2.     **operands**
3.     variable
4.     overflow

- 14. +=, -=, \*\*=, /= and %= (i+= 8 is i = i + 8)**
1. Boolean Expression
  2. dangling else ambiguity
  3. **Augmented assignment operators**
  4. assignment statement
- 15. The part of a program where the variable can be referenced**
1. dot pitch
  2. selection statement
  3. bytecode verifier
  4. **scope of a variable**
- 16. ++ placed before variable. increases variable by one, then uses it in the expression**
1. postincrement
  2. predecrement
  3. logic error
  4. **preincrement**
- 17. real numbers, decimal places, twice as precise as float**
1. long type
  2. dot pitch
  3. **double type**
  4. int type
- 18. Binary digits**
1. directive
  2. Block
  3. Literal
  4. **Bit**
- 19. represents a computation involving values, variables, and operators that, taking them together, evaluates to a value**
1. preincrement
  2. **expression**
  3. runtime error
  4. identifier
- 20. Occurs when the user inputs a value the program cannot handle**
1. wildcard import
  2. overflow
  3. **input error**
  4. double type

**21. Bool**

1. **variable name**
2. preincrement
3. name of a type
4. predecrement

**22. Constant value directly in a program that stands for itself**

1. operands
2. compiler
3. **Literal**
4. overflow

**23. a number in the program that never changes, denoted by "final"**

1. **constant**
2. compiler
3. input error
4. double type

**24. -128 to 127**

1. long type
2. **byte type**
3. illegal identifier
4. int type

**25. uses a short descriptive word to represent each of the machine-language instructions**

1. Assembler
2. runtime error
3. wildcard import
4. **Assembly Language**

**26. anything inside of a {xxxxxx}**

1. **Block**
2. IPO
3. keyword
4. final

**27. 4thQtrSales**

1. identifier
2. floating point/pi
3. illegal identifier
4. preprocessor