

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

2. a very large int, more precise

- 1. int type
- 2. double type
- 3. constant
- 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)

4. abstract is a---

- a. **keyword**
- b. statement
- c. int type
- d. final keyword

5. escape sequence

- 1. final
- 2. keywords
- 3. Bit
- 4. **\"**

6. Numbers with a decimal point (var double)

- 1. **floating-point number**
- 2. concatenate strings
- 3. Floating point
- 4. widening (of types)

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

1. preincrement
2. **logic error**
3. identifier
4. compiler

8. float

1. name of type
2. **name of a type**
3. variable name
4. data type

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

1. dangling else ambiguity
2. selection statement
3. floating-point number
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 (? :)

11. /*XXXXXXXXXXXX*/

1. **Block Comment**
2. postincrement
3. preprocessor
4. Floating point

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

1. postdecrement
2. preincrement
3. statement
4. **postincrement**

13. an environment for developing Java programs

1. Conditional Expression (? :)
2. **Integrated development environment**
3. nextDouble
4. Augmented assignment operators

14. instructions for a high-level program

1. **statement**
2. nextDouble
3. postdecrement
4. data type

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

1. **assignment statement**
2. widening (of types)
3. Boolean Expression
4. assignment operator

16. checks the validity of a bytecode

1. Bytecode
2. **bytecode verifier**
3. widening (of types)
4. logic error

17. 3.14159E1

1. **floating point/pi**
2. octa integer
3. Boolean Value
4. illegal identifier

18. ++

1. name of type
2. escape character
3. Boolean Expression
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

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

21. an exact number, 1, 4 or 10

1. Assembler
2. statement
3. **int type**
4. constant

22. do, else, and break

1. keyword
2. **keywords**
3. operands
4. operators

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

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

25. =

1. assignment statement
2. increment operator
3. **assignment operator**
4. decrement 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

27. using no breaks in a switch

1. conditional operator
2. concatenate strings
3. primitive data type
4. **fall-through behavior**

28. denotes names

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

29. import

1. **directive**
2. preprocessor
3. identifier
4. name of type

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