CCSL- Quiz 1 Introduction to Computers, Programs, and Java

1. _____ is the physical aspect of the computer that can be seen.

a. Hardware

b. Software

c. Operating system

d. Application program

2. _____ is the brain of a computer.

a. Hardware

b. CPU

c. Memory

d. Disk

3. The speed of the CPU may be measured in _____.

a. megabytes

b. gigabytes

c. megahertz

d. gigahertz

4. Why do computers use zeros and ones?

a. because combinations of zeros and ones can represent any numbers and characters.

b. because digital devices have two stable states and it is natural to use one state for 0 and the other for 1.

c. because binary numbers are simplest.

d. because binary numbers are the bases upon which all other number systems are built.

5. One byte has _____ bits.

a. 4

b. 8

c. 12

d. 16

6. Which of the following is not permanent storage devices?

a. floppy disk

b. hard disk

c. flash stick

d. CD-ROM

e. main memory

7. _____ is a device to connect a computer to a local area network (LAN).

a. Regular modem

b. DSL

c. Cable modem

d. NIC

8. _____ are instructions to the computer.

a. Hardware

b. Software

c. Programs

d. Keyboards

9. Computer can execute the code in _____.

a. machine language

b. assembly language

c. high-level language

d. none of the above

10. _____ translates high-level language program into machine language program.

a. An assembler

b. A compiler

c. CPU

d. The operating system

11. _____ is an operating system.

a. Java

b. C++

c. Windows

d. Visual Basic

e. Ada

12. _____ is a program that runs on a computer to manage and control a computer's activities.

a. Operating system

b. Java

c. Modem

d. Interpreter

e. Compiler

13. Java was developed by _____.

a. Sun Microsystems

b. Microsoft

c. Apple

d. IBM

e. Cisco Systems

14. Due to security reasons, Java _____ cannot run from a Web browser in the new version of Java.

a. applications

b. applets

c. servlets

d. Micro Edition programs

15. _____ is not an object-oriented programming language.

a. Java

b. C++

c. C

d. C#

e. Python

16. _____ is interpreted.

a. Java

b. C++

c. C

d. Ada

e. Pascal

17. _____ is architecture-neutral.

a. Java

b. C++

c. C

d. Ada

e. Pascal

18. _____ is a technical definition of the language that includes the syntax and semantics of the Java programming language.

a. Java language specification

b. Java API

c. Java JDK

d. Java IDE

19. _____ contains predefined classes and interfaces for developing Java programs.

a. Java language specification

b. Java API

c. Java JDK

d. Java IDE

20. _____ consists of a set of separate programs for developing and testing Java programs, each of which is invoked from a command line.

a. Java language specification

b. Java API

c. Java JDK

d. Java IDE

21. _____ provides an integrated development environment (IDE) for rapidly developing Java programs. Editing, compiling, building, debugging, and online help are integrated in one graphical user interface.

a. Java language specification

b. Java API

c. Java JDK

d. Java IDE

22. The main method header is written as:

a.   public static void main(string[] args)

b.   public static void Main(String[] args)

c.   public static void main(String[] args)

d.   public static main(String[] args)

e.   public void main(String[] args)

23. Which of the following statements is correct?

a.   Every line in a program must end with a semicolon.

b.   Every statement in a program must end with a semicolon.

c.   Every comment line must end with a semicolon.

d.   Every method must end with a semicolon.

e.   Every class must end with a semicolon.

24. Which of the following statements is correct to display Welcome to Java on the console?

a.   System.out.println('Welcome to Java');

b.   System.out.println("Welcome to Java");

c.   System.println('Welcome to Java');

d.   System.out.println('Welcome to Java");

e.   System.out.println("Welcome to Java');

25. The JDK command to compile a class in the file Test.java is

a. java Test

b. java Test.java

c. javac Test.java

d. javac Test

e. JAVAC Test.java

26. Which JDK command is correct to run a Java application in ByteCode.class?

a. java ByteCode

b. java ByteCode.class

c. javac ByteCode.java

d. javac ByteCode

e. JAVAC ByteCode

27. Java compiler translates Java source code into _____.

a. Java bytecode

b. machine code

c. assembly code

d. another high-level language code

28. _____ is a software that interprets Java bytecode.

a. Java virtual machine

b. Java compiler

c. Java debugger

d. Java API

29. Suppose you define a Java class as follows, the source code should be stored in a file named _____.

public class Test {

}

a. Test.class

b. Test.doc

c. Test.txt

d. Test.java

e. Any name with extension .java

30. The extension name of a Java bytecode file is

a. .java

b. .obj

c. .class

d. .exe

31.   The extension name of a Java source code file is

a.   .java

b.   .obj

c.   .class

d.   .exe

32. Which of the following lines is not a Java comment?

a. /** comments */

b. // comments

c. -- comments

d. /* comments */

e. ** comments **

33. Which of the following are the reserved words?

a. public

b. static

c. void

d. class

34. Every statement in Java ends with _____.

a. a semicolon (;)

b. a comma (,)

c. a period (.)

d. an asterisk (*)

35.   A block is enclosed inside _____.

a.   parentheses

b.   braces

c.   brackets

d.   quotes

36.   Programming style is important, because _____.

a.   a program may not compile if it has a bad style

b.   good programming style can make a program run faster

c.   good programming style makes a program more readable

d.   good programming style helps reduce programming errors

37.   Analyze the following code.

I:

```
public class Test {
  public static void main(String[] args) {
    System.out.println("Welcome to Java!");
  }
}
```

II:

```
public class Test {  public static void main(String[] args) {
System.out.println("Welcome to Java!");  } }
```

a.   Both I and II can compile and run and display Welcome to Java, but the code in II has a better style than I.

b.   Only the code in I can compile and run and display Welcome to Java.

c.   Only the code in II can compile and run and display Welcome to Java.

d.   Both I and II can compile and run and display Welcome to Java, but the code in I has a better style than II.

38. Which of the following code has the best style?

I:

```
public class Test {

public static void main(String[] args) {

   System.out.println("Welcome to Java!");

 }

}
```

II:

```
public class Test {

   public static void main(String[] args) {

   System.out.println("Welcome to Java!");

 }

}
```

III:

```
public class Test {

  public static void main(String[] args) {

  System.out.println("Welcome to Java!");

  }

}
```

IV:

```
public class Test {

  public static void main(String[] args) {

   System.out.println("Welcome to Java!");

  }

}
```

a. I

b. II

c. III

d. IV

39.   If a program compiles fine, but it produces incorrect result, then the program suffers _____.

a.   a compilation error

b.   a runtime error

c.   a logic error

40.   If you forget to put a closing quotation mark on a string, what kind of error will be raised?

a.   a compile error

b.   a runtime error

c.   a logic error