

# Q02. Introduction to Parameters and Objects

Started: Oct 1 at 9:28am

## Quiz Instructions

Quiz #2

### Question 1

1 pts

Which of the following statements declares a variable? (Assume all statements are valid.)

```
/* 1 */ Oval dot = new Oval();  
/* 2 */ dot.setColor(new Color(0, 0, 255));  
/* 3 */ int dx = 120;  
/* 4 */ dot.translate(dx, 0);  
/* 5 */ dx = dx + 10;
```

- ☐ 1
- ☐ 1 and 2
- ☒ 1 and 3
- ☐ 1, 3 and 5
- ☐ None of the above

### Question 2

1 pts

"The scope of this type of variable begins with its declaration inside a method and ends at the end of the block in which it is declared." What kind of variable is it?

- ☒ a local variable
- ☐ an instance variable
- ☐ a class variable
- ☐ a static variable
- ☐ None of the above

**Question 3****1 pts**

Which of the following statements are true?

- I. A method may have no parameters.
- II. A method may have one or more parameters.
- III. A method may or may not return a value.

- ☐ I only
- ☐ I and II only
- ☐ II and III only
- ☒ I, II and III are all true.
- ☐ None of the statements is true.

**Question 4****1 pts**

Which of the following is the name of a reference type (object type) we have encountered this quarter?

- ☐ String
- ☐ Graphics
- ☐ Scanner
- ☐ DrawingPanel
- ☒ All of the above

**Question 5****1 pts**

Which of the following is a method of a String object?

- ☒ length
- ☐ String
- ☐ public
- ☐ char
- ☐ None of the above

### Question 6

1 pts

The arguments of a method call must match the parameters of a method definition in what ways?

Mark all that are correct.

- ☒ the **number** of arguments must match the number of parameters
- ☐ the **order** in which the arguments are listed must match the parameters
- ☐ the **name** of each argument must match the corresponding parameter
- ☒ the **data type** of each argument must match the corresponding parameter

### Question 7

1 pts

What units are required when specifying an angle for the trigonometric methods (sin, cos, etc.)?

- ☐ degrees
- ☒ radians
- ☐ sextants

**Question 8****1 pts**

If two methods within the same class have the same name, what do you have?

- ☒ an overloaded method
- ☐ a class conflict
- ☐ a syntax error
- ☐ a run-time error
- ☐ a rookie programmer

**Question 9****1 pts**

What is the name given to a method that can be called using the name of its class, rather than an object reference, as a qualifier (for example, `Math.round(...)`)?

- ☐ a static method
- ☒ a class method
- ☐ Both of the above
- ☐ None of the above
- ☐ This is not possible in Java

**Question 10****1 pts**

Which of the following is NOT true about class Scanner?

- ☐ The Scanner class is part of the **java.util package**.
- ☐ A Scanner object can be used to get keyboard input if it is constructed using **System.in** as the

source stream.

- ☐ A Scanner object must be constructed before it can be used.
- ☒ All of the Scanner methods return type **String**.
- ☐ None of the above -- all of these statements are true.

## Question 11

1 pts

Which of the following is the name of a local variable in the Strange class below?

```
public class Strange{  
    public static final int MAX = 5;  
    public static void unknown(){  
        int number = 0;  
        for (int i = MAX; i >= 1; i--)  
            number += i * i;  
        System.out.println(number);  
    }  
    public static void main(String[] a){  
        unknown();  
    }  
}
```

- ☐ Strange
- ☐ int
- ☐ MAX
- ☒ number
- ☐ main

**Question 12****1 pts**

Which of the following is NOT a method of the Graphics object?

- ☐ getGraphics
- ☐ fillRect
- ☐ drawOval
- ☐ setColor
- ☒ drawString

**Question 13****1 pts**

Which of the following statements constructs an object?

- ☐ `DrawingPanel panel = new DrawingPanel(200, 100);`
- ☐ `Scanner console = new Scanner(System.in);`
- ☐ `Color purple = new Color(200, 0, 200);`
- ☐ `String name = "Homer Simpson";`
- ☒ All of the above statements construct objects.

**Question 14****1 pts**

What is the correct syntax for declaring a **class constant** named BET\_LIMIT?

- ☐ `public BET_LIMIT = 1000;`
- ☐ `public final BET_LIMIT = 1000;`
- ☐ `public static final BET_LIMIT = 1000;`

- ☒ public static final int BET\_LIMIT = 1000;
- ☐ public static int BET\_LIMIT = 1000;

**Question 15****1 pts**

Which of the operators listed below has the highest precedence? (Be able to list all operators in order of precedence for the test.)

- ☐ = (assignment)
- ☐ % (modulus)
- ☐ + (addition)
- ☒ () (parentheses)
- ☐ None of the above -- all operators listed here have equal precedence

**Question 16****1 pts**

Which of the following are primitive data types in Java (mark all correct answers).

- ☒ int
- ☐ String
- ☒ boolean
- ☒ double
- ☐ private

**Question 17****1 pts**

Which of the following is the name of a data type in Java? Mark all that apply. (Recall that every variable is declared using a data type to specify the kind of information that can be stored in the variable.)

☒ char☒ String☒ float☐ class☐ for**Question 18****1 pts**

Enter the index value (a number) that identifies the first character in a String object.

**Question 19****1 pts**

The `abs()` method in the `Math` class is an overloaded method. How many different versions are there?

☐ 2☐ 3☒ 4☐ 5☐ 8



**Question 20****1 pts**

What is the proper way to instantiate a DrawingPanel object?

- ☐ DrawingPanel dp;
- ☐ DrawingPanel dp = new DrawingPanel();
- ☐ DrawingPanel dp = new DrawingPanel;
- ☒ DrawingPanel dp = new DrawingPanel(500, 500);

Quiz saved at 10:11am

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