**87 Multiple choice questions**

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

postincrement

1. real numbers, decimal places, twice as precise as float

double type

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

Java Development Toolkit

1. \n

escape character

1. escape sequence

\"

1. 075

octa integer

1. <, <=, ==, !=, >, >=

Relational Operators (Boolean)

1. int

name of type

1. int, real numbers, charactersand booleans

primitive data type

1. Numbers with a decimal point (var double)

floating-point number

1. Binary digits

Bit

1. using the (+) sign to combine strings

concatenate strings

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

assignment statement

1. errors that cause a program to terminate early, an impossible operation is detected

runtime error

1. the amount of space between pixels, measured in millimeters

dot pitch

1. represents a value stored in the computers memory

variable

1. when else matches with the most recent if statement

dangling else ambiguity

1. 8 bits to 1 byte

Byte

1. a very large int, more precise

long type

1. -- placed after variable. uses original variable in expression then decreases by 1

postdecrement

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

constant

1. Occurs when the user inputs a value the program cannot handle

input error

1. -names that refer to values or names - letters, digits, \_, and $.  
   -rules for creating a name in a program

identifier

1. translates source code into machine code

interpreter

1. +, -, \*, /, %

operators

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

short circuit operator

1. a high-level program's code

source code/program

1. method that is applied to objects of Scanner

nextDouble

1. !, &&, ||, ^

boolean operators

1. input, process, output - describes simple code

IPO

1. the kind of data stored in each variable

data type

1. an environment for developing Java programs

Integrated development environment

1. using no breaks in a switch

fall-through behavior

1. Similar to machine instructions, but can run on any platform with a JVM

Bytecode

1. a class name in the system library that contains different java functions

util

1. -- placed before variable. decreases variable by one, then uses it in the expression

predecrement

1. translates a Java source file into a Java bytecode file

compiler

1. on a program denoted by //xxxxx or /\***xxxx**\*/

comment

1. do, else, and break

keywords

1. ? : for if statement shorthand

conditional operator

1. An expression that evaluates a Boolean value to be true or false

Boolean Expression

1. -128 to 127

byte type

1. Reserved words that have a specific meaning in java and cannot be used for variables

keyword

1. A library in Java that contains predefined classes and interfaces

Application Program Interface ( API)

1. import

directive

1. import statement

preprocessor

1. abstract is a

keyword

1. instructions for a high-level program

statement

1. the values operated on by a operator

operands

1. imports all the classes in a package by using a \* **(import java.util.**\*;)

wildcard import

1. an operation that converts a value of one data type into a value of another data type

casting

1. an exact number, 1, 4 or 10

int type

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

logic error

1. determine the order in which operators are evaluated

operator associativity

1. If you try to store a value in a data type that cannot handle it.

overflow

1. denotes names

final

1. ++ placed before variable. increases variable by one, then uses it in the expression

preincrement

1. a type

String

1. represents a computation involving values, variables, and operators that, taking them together, evaluates to a value

expression

1. 3.14159E1

floating point/pi

1. a constant value that appears directly in a program

literal

1. result from errors in code construction, such as misspellings, wrong punctuation, etc.

syntax error

1. Variable

identifier

1. checks the validity of a bytecode

bytecode verifier

1. --

decrement operator

1. char

name of type

1. The part of a program where the variable can be referenced

scope of a variable

1. casting a data type from a large range to a smaller range - Java does this automatically

narrowing (of types)

1. ;

statement terminator

1. anything inside of a {xxxxxx}

Block

1. var++, + and -, casting, !, \* / %, + - concaction, (See page 105)

operator precedence

1. float

name of a type

1. can be true or false

Boolean Value

1. Bool

variable name

1. scientific notation

Floating point

1. /\***XXXXXXXXXXXXX**\*/

Block Comment

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

Assembly Language

1. ++

increment operator

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

Assembler

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

Conditional Expression ( ? :)

1. 4thQtrSales

illegal identifier

1. +=, -=, \*\*=, /= and %= (i+= 8 is i = i + 8)

Augmented assignment operators

1. Constant value directly in a program that stands for itself

Literal

1. casting from a small type to a larger type, this is done manually

widening (of types)

1. =

assignment operator

1. statements that let you choose actions with alternative choices

selection statement

1. denotes a value as a constant

final keyword