1. What is an abstract data type?
2. You can create an array of type e by saying e[] array; True or False?
3. Is a stack an example of an abstract data type?
4. Is an array based stack and example of an abstract data type?
5. True or False: Every abstract data type can be implemented in more than one way.
6. Describe the process that you would use to determine how to implement a particular abstract data structure. Another way of asking this question is: A Linked List is the best choice for a queue. Why?
7. What is a queue? What are its properties?
8. What is a Linked List? What are its properties?
9. If I have an abstract data structure that needs to frequently remove items from the back and look at items in any position, and less frequently needs to remove items from the beginning what should I use to implement it?
10. True or False: You can only use a for each loop for objects that extend the iterable abstract class.
11. What are the methods that all Iterables/Iterators need to implement? What are their return types?
12. True or False: Iterator is guaranteed to return each element in the sequence exactly once.
13. True or False: An interface can extend another interface.
14. True or False: An interface can extend an abstract class.
15. What is a default interface method?
16. When can you use a default interface method?
17. We didn't learn this, but for fun what happens when you implement two interfaces that both have the same default method? Hint: It's exactly what you think should happen.
18. What does JCF stand for.