**QUESTION 1**

1. The advantage of using a Java class is that all objects that are created will have the same methods, therefore giving them the same "behavior".

 True

 False

**0.5 points**

**QUESTION 2**

1. The hiding of data and methods within an object of a class is made possible by which object-oriented concept?

|  |  |  |
| --- | --- | --- |
|  | a. | inheritance |
|  | b. | polymorphism |
|  | c. | encapsulation |
|  | d. | none of the above |

**0.5 points**

**QUESTION 3**

1. The Java compiler converts source code into machine code specific to the host processor where it is being compiled.

 True

 False

**0.5 points**

**QUESTION 4**

1. Which of these is not a Java primitive data type?

|  |  |  |
| --- | --- | --- |
|  |  | char |
|  |  | integer |
|  |  | float |
|  |  | boolean |

**0.5 points**

**QUESTION 5**

1. Java enhances portability by consistently specifying the size and format of its numeric primitive data types, regardless of the platform on which a Java program is running.

 True

 False

**0.5 points**

**QUESTION 6**

1. In order to override the implicit data type promotion from one type to another we can use:

|  |  |  |
| --- | --- | --- |
|  |  | format controls |
|  |  | unification |
|  |  | upward compatibility |
|  |  | casting |

**0.5 points**

**QUESTION 7**

1. Like most high level languages Java uses ASCII for character representation.

 True

 False

**0.5 points**

**QUESTION 8**

1. The advantage of Java abstraction is that in order to call the method of an object you only need to know its interface, not its implementation details.

 True

 False

**0.5 points**

**QUESTION 9**

1. A non-void method must have a return statement.

 True

 False

**0.5 points**

**QUESTION 10**

1. If you don't explicitly create a constructor for a Java class then Java creates a default constructor for you.

 True

 False

**0.5 points**

**QUESTION 11**

1. The portion of a program within which you can refer to a variable is called its:

|  |  |  |
| --- | --- | --- |
|  |  | range |
|  |  | scope |
|  |  | limits |
|  |  | abstraction block |

**0.5 points**

**QUESTION 12**

1. Overloaded methods must vary in their:

|  |  |  |
| --- | --- | --- |
|  |  | range |
|  |  | names |
|  |  | program placement |
|  |  | number or datatypes of their arguments |

**0.5 points**

**QUESTION 13**

1. Instance variables can be static.

 True

 False

**0.5 points**

**QUESTION 14**

1. The logical AND operator in Java is:

|  |  |  |
| --- | --- | --- |
|  |  | & |
|  |  | || |
|  |  | + |
|  |  | && |

**0.5 points**

**QUESTION 15**

1. The logical OR operator has a higher precedence in Java than the logical AND, the conditional, and the equality operators.

 True

 False

**0.5 points**

**QUESTION 16**

1. To write a "definite loop" in Java you use a loop control variable.

 True

 False

**0.5 points**

**QUESTION 17**

1. If you want to make sure that a loop may never get executed at all you should use a do..while loop construct.

 True

 False

**0.5 points**

**QUESTION 18**

1. Strings are an example of an immutable object.

 True

 False

**0.5 points**

**QUESTION 19**

1. If we want to allow a string to expand in size from its original size then we should make it an object of what class?

|  |  |  |
| --- | --- | --- |
|  |  | Character |
|  |  | String |
|  |  | StringBuilder or StringBuffer |
|  |  | Buffer |

**0.5 points**

**QUESTION 20**

1. How are arrays passed from one method to another?

|  |  |  |
| --- | --- | --- |
|  |  | by value |
|  |  | a reference to the object is passed by value |
|  |  | both of these |
|  |  | neither of these |

**0.5 points**

*Click Save and Submit to save and submit. Click Save All Answers to save all answers.*