Book
Big Java, Early Objects
Edition
6
Title
Using Objects

1. The "building blocks" that Java programmers use to write computer programs are called _____.

    1. windows
    2. objects
    3. internal data
    4. entities

   Section Ref
   Section 2.1 Objects and Classes
   Title
   The "building blocks" that Java programmers use to write computer programs are called _____.
   Difficulty
   Easy
   id
   testbank-bj-6-ch02-01

2. A method is a sequence of _____ that accesses the data of an object?

    1. data
    2. objects
    3. `instructions`
    4. streams

   Section Ref
   Section 2.1 Objects and Classes
   Title
   A method is a sequence of _____ that accesses the data of an object?
   Difficulty
   Easy
   id
   testbank-bj-6-ch02-02

3. In Java, objects within the same class share common _____ ?

    1. behavior
    2. data
    3. instructions
    4. comments

   Section Ref
   Section 2.1 Objects and Classes

Title
In Java, objects within the same class share common _____ ?
Difficulty
Easy
id
testbank-bj-6-ch02-03

4. You can invoke the `println` and `print` methods on which object?

    1. the `HelloWorld` object
    2. the `String` class
    3. any `PrintStream` object
    4. any object in Java

Section Ref
Section 2.1 Objects and Classes
Title
You can invoke the println and print methods on which object?
Difficulty
Medium
id
testbank-bj-6-ch02-04

5. What is a storage location in the computer's memory called that has a type, name, and contents?

    1. identifier
    2. literal
    3. label
    4. variable

Section Ref
Section 2.2 Variables
Title
What is a storage location in the computer's memory called that has a type, name, and contents?
Difficulty
Easy
id
testbank-bj-6-ch02-05

6. Which term is used to describe the name of a variable, method, or class?

    1. type
    2. literal
    3. identifier
    4. label

Section Ref
Section 2.2 Variables

Title
Which term is used to describe the name of a variable, method, or class?
Difficulty
Easy
id
testbank-bj-6-ch02-06

7. Which statement about identifiers is correct?

    1. Identifiers are not case sensitive.
    2. Spaces are permitted inside identifiers.
    3. Identifiers can use symbols such as ? or %.
    4. Identifiers can be made up of letters, digits, and the underscore (_) character.

Section Ref
Section 2.2 Variables
Title
Which statement about identifiers is correct?
Difficulty
Easy
id
testbank-bj-6-ch02-07

8. The *camel case* naming convention uses _____ at intervals in the middle of the variable name.

    1. uppercase letters
    2. digits
    3. dollar signs
    4. the underscore character

Section Ref
Section 2.2 Variables
Title
The camel case naming convention uses _____ at intervals in the middle of the variable name.
Difficulty
Easy
id
testbank-bj-6-ch02-08

9. By convention among Java programmers, variables begin with a(n) _____.

    1. uppercase letter
    2. digit
    3. lowercase letter
    4. dollar sign

Section Ref
Section 2.2 Variables
Title
By convention among Java programmers, variables begin with a(n) _____.
Difficulty
Easy
id
testbank-bj-6-ch02-09

10. By convention among Java programmers, class names begin with a(n) _____.

    1. lowercase letter
    2. dollar sign
    3. digit
    4. uppercase letter

Section Ref
Section 2.2 Variables
Title
By convention among Java programmers, class names begin with a(n) _____.
Difficulty
Easy
id
testbank-bj-6-ch02-10

11. Which of the following is the best choice for a variable identifier that will store a name?

    1. `name`
    2. `Name`
    3. `n`
    4. `nm`

Section Ref
Section 2.2 Variables
Title
Which of the following is the best choice for a variable identifier that will store a name?
Difficulty
Easy
id
testbank-bj-6-ch02-11

12. In Java, a(n) _____ specifies the kind of values that can be stored in a variable.

1. literal
2. class
3. operator
4. type

Section Ref
Section 2.2 Variables

Title
In Java, a (an) _____ specifies the kind of operations that can be carried out with the values of a variable.

Difficulty
Easy

id
testbank-bj-6-ch02-12

13. What is the name of the type that denotes floating-point numbers that can have fractional parts?

1. `double`
2. `floatingPoint`
3. `int`
4. `integer`

Section Ref
Section 2.2 Variables

Title
What is the name of the type that denotes floating-point numbers...

Difficulty
Easy

id
testbank-bj-6-ch02-13

14. What is the name of the type that denotes whole numbers?

1. `double`
2. `int`
3. `whole`
4. `integer`

Section Ref
Section 2.2 Variables

Title
What is the name of the type that denotes whole numbers?

Difficulty
Easy

id
testbank-bj-6-ch02-14

15. What is the name of the type that denotes a string of characters?

1. `Characters`
2. `char`
3. `charString`
4. `String`

Section Ref
Section 2.2 Variables
Title
What is the name of the type that denotes a string of characters?
Difficulty
Easy
id
testbank-bj-6-ch02-15

16. Which of the following declares a variable that will store a welcome message?

1. `String welcome;`
2. `double welcome;`
3. `Char welcome;`
4. `int welcome;`

Section Ref
Section 2.2 Variables
Title
Which of the following declares a variable that will store a welcome message?
Difficulty
Easy
id
testbank-bj-6-ch02-16

17. Which of the following declares a variable that will store a measurement with fractional parts?

1. `int measure;`
2. `double measure;`
3. `String measure;`
4. `integer measure;`

Section Ref
Section 2.2 Variables
Title
Which of the following declares a variable that will store a measurement with fractional parts?
Difficulty
Easy
id
testbank-bj-6-ch02-17

18. Which of the following declares a variable that will store a count with an integer value?

    1. `integer count;`
    2. `double count;`
    3. `String count;`
    4. `int count;`

    Section Ref
        Section 2.2 Variables
    Title
        Which of the following declares a variable that will store a count with an integer value?
    Difficulty
        Easy
    id
        testbank-bj-6-ch02-18

19. In Java, a comment on a line begins with which characters?

    1. "
    2. //
    3. ()
    4. " "

    Title
        In Java, a comment on a line begins with which characters?
    Section reference
        2.2 Variables
    Difficulty
        Easy
    id
        testbank-bj-6-ch02-19

20. What term is used to refer to text in a program that is an explanation for human readers of the code?

    1. methods
    2. comments
    3. constants
    4. `[*` and `*]`

    Section Ref
        Section 2.2 Variables
    Title
        What term is used to refer to text in a program that is an explanation for human readers of the code?
    Difficulty
        Easy
    id

testbank-bj-6-ch02-20

21. The Java compiler ignores any text between ____.

    1. `(* and *)`
    2. `/* and */`
    3. `{* and *}`
    4. `// and //`

    Section Ref
    Section 2.2 Variables
    Title
    The Java compiler ignores any text between ____.
    Difficulty
    Easy
    id
    testbank-bj-6-ch02-21

22. What is the name of the = operator in Java?

    1. inequality
    2. assignment
    3. identity
    4. equality

    Section Ref
    Section 2.2 Variables
    Title
    What is the name of the = operator in Java?
    Difficulty
    Easy
    id
    testbank-bj-6-ch02-22

23. What is the purpose of the assignment operator?

    1. to check for inequality
    2. to check for identity
    3. to check for equality
    4. to change the value of a variable

    Section Ref
    Section 2.2 Variables
    Title
    What is the purpose of the assignment operator?
    Difficulty
    Easy
    id
    testbank-bj-6-ch02-23

24. Which statement stores an integer value in a variable?

    1. `count = 5;`
    2. `count = 5.0;`
    3. `count == 5;`
    4. `count != 5;`

    Section Ref
        Section 2.2 Variables
    Title
        Which statement stores an integer value in a variable?
    Difficulty
        Easy
    id
        testbank-bj-6-ch02-24

25. Which statement declares and stores an integer value in a variable?

    1. `count = 5;`
    2. `int count = 5;`
    3. `integer count = 5;`
    4. `String count = 5;`

    Section Ref
        Section 2.2 Variables
    Title
        Which statement declares and stores an integer value in a variable?
    Difficulty
        Easy
    id
        testbank-bj-6-ch02-25

26. Assuming that the variable `count` has been declared as type `int`, which statement changes the value of `count`?

    1. `count = 6;`
    2. `count == 6;`
    3. `integer count = 6;`
    4. `count = 6.0;`

    Section Ref
        Section 2.2 Variables
    Title
        Which statement changes the value of the variable count?
    Difficulty
        Easy
    id
        testbank-bj-6-ch02-26

27. Assume that the variable `count` has been declared as type `int`. Which statement adds 10 to `count`?

    1. `count = 10;`
    2. `count == count + 10;`
    3. `count = count + 10;`
    4. `count + 10;`

    Section Ref
        Section 2.2 Variables
    Title
        Which statement adds 10 to the original value of count?
    Difficulty
        Easy
    id
        testbank-bj-6-ch02-27

28. Which of the following code fragments will cause an error?

    1.
    ```
    String greeting = "Hello, Dave!";
    ```

    2.
    ```
    String greeting = "Hello, World!";
    int n = greeting.length();
    ```

    3.
    ```
    int luckyNumber;
    System.out.println(luckyNumber);
    ```

    4.
    ```
    PrintStream printer = System.out;
    ```

    Section Ref
        Section 2.3 Calling Methods
    Title
        Which code fragment will cause an error?
    Difficulty
        Medium
    id
        testbank-bj-6-ch02-28

29. What is an object?

    1. A sequence of instructions.
    2. Any value stored in a variable.
    3. An entity in your program that is manipulated by calling methods.
    4. Any input to a method.

    Section Ref
        Section 2.3 Calling Methods
    Title
        What is an object?
    Difficulty
        Easy

id
testbank-bj-6-ch02-29

30. The type of an object is given by its _____ ?

    1. variable
    2. method
    3. reference
    4. class

Section Ref
Section 2.3 Calling Methods
Title
What is the type of an object?
Difficulty
Easy
id
testbank-bj-6-ch02-30

31. "System.out" is an example of which class?

    1. `String`
    2. `Println`
    3. `System`
    4. `PrintStream`

Section Ref
Section 2.3 Calling Methods
Title
The System.out object belongs to which class?
Difficulty
Easy
id
testbank-bj-6-ch02-31

32. Which of the following statements about objects is correct?

    1. An object defines the methods for a class.
    2. Every object belongs to a class.
    3. An object is a sequence of instructions.
    4. All entities, even numbers, are objects.

Section Ref
Section 2.3 Calling Methods
Title
Which of the following statements about objects is correct?
Difficulty
Easy
id
testbank-bj-6-ch02-32

33. Which of the following statements about methods is correct?

    1. A method is a sequence of instructions that could access the data of an object
    2. A method name is unique across the entire program.
    3. A method can be called on any object in any class.
    4. Methods are stored in variables.

    Section Ref
    : Section 2.3 Calling Methods
    Title
    Which of the following statements about methods is correct?
    Difficulty
    Easy
    id
    testbank-bj-6-ch02-33

34. Which of the following statements about classes is correct?

    1. By convention, class names begin with a lowercase letter.
    2. A class declares the methods that you can apply to its objects.
    3. All entities, even primitive numbers, are classes.
    4. A class is a sequence of instructions that accesses the data of an object.

    Section Ref
    : Section 2.3 Calling Methods
    Title
    Which of the following statements about classes is correct?
    Difficulty
    Easy
    id
    testbank-bj-6-ch02-34

35. Which is not a method of the `String` class?

    1. `length`
    2. `toUpperCase`
    3. `toLowerCase`
    4. `println`

    Section Ref
    : Section 2.3 Calling Methods
    Title
    Which is not a method of the String class?
    Difficulty
    Easy
    id
    testbank-bj-6-ch02-35

36. If greeting is a String object, which method call is incorrect?

1. `greeting.length()`
2. `greeting.toLowerCase()`
3. `greeting.toUpperCase()`
4. `greeting.println()`

Section Ref
Section 2.3 Calling Methods
Title
Which method call is incorrect?
Difficulty
Medium
id
testbank-bj-6-ch02-36

37. What is the term used to specify the collection of things you can do with objects that belong to a class?

1. private interface
2. public interface
3. private implementation
4. hidden implementation

Section Ref
Section 2.3 Calling Methods
Title
What is the term used to specify the collection of things you can do with objects that belong to a class?
Difficulty
Easy
id
testbank-bj-6-ch02-37

38. A method name is _____ if a class has more than one method with that name (but different parameter types).

1. overridden
2. overimplemented
3. overwhelmed
4. overloaded

Section Ref
Section 2.3 Calling Methods
Title
A method name is _____ if a class has more than one method with that name (but different parameter types).
Difficulty
Easy
id
testbank-bj-6-ch02-38

39. The input to a method is called a(n) _____.

    1. overloaded
    2. argument
    3. interface
    4. procedure

    Section Ref
        Section 2.3 Calling Methods
    Title
        The input to a method is called a(n) _____.
    Difficulty
        Easy
    id
        testbank-bj-6-ch02-39

40. Which statement about methods is true?

    1. A method must return a value
    2. The return value of a method must be stored in a variable
    3. Some methods carry out an action; others return a value
    4. All methods require multiple arguments

    Section Ref
        Section 2.3 Calling Methods
    Title
        Which statement about methods is true?
    Difficulty
        Easy
    id
        testbank-bj-6-ch02-40

41. Input to a method, enclosed in parentheses after the method name, is known as _____.

    1. implicit parameters
    2. interfaces
    3. arguments
    4. return values

    Section Ref
        Section 2.3 Calling Methods
    Title
        Input to a method, enclosed in parentheses after the method name, is known as _____.
    Difficulty
        Easy
    id
        testbank-bj-6-ch02-41

42. Which method call represents the invocation of a method that does not have arguments?

    1. `greeting.replace("Hello", "Welcome");`
    2. `greeting.length`
    3. `greeting.length()`
    4. `System.out.println(greeting);`

    Section Ref
    Section 2.3 Calling Methods
    Title
    Which method call represents the invocation of a method that does not have arguments?
    Difficulty
    Easy
    id
    testbank-bj-6-ch02-42

43. The value calculated by a method is called its _____ value.

    1. implicit
    2. explicit
    3. argument
    4. return

    Section Ref
    Section 2.3 Calling Methods
    Title
    The value calculated by a method is called its _____ value.
    Difficulty
    Easy
    id
    testbank-bj-6-ch02-43

44. Which of the following statements about methods is correct?

    1. A method can have only one argument.
    2. The return value of a method can be used as an argument to another method.
    3. Every method must have a return value.
    4. A method can have multiple arguments.

    Section Ref
    Section 2.3 Calling Methods
    Title
    Which of the following statements about methods is correct?
    Difficulty
    Medium
    id
    testbank-bj-6-ch02-44

45. Which of the following method calls illustrate using the return value of a method as an argument?

    1. `greeting.length();`
    2. `greeting.println("Hello");`
    3. `System.out.println(length.greeting());`
    4. `System.out.println(greeting.length());`

    Section Ref
        Section 2.3 Calling Methods
    Title
        Which of the following method calls illustrate using the return value of a method as an argument?
    Difficulty
        Medium
    id
        testbank-bj-6-ch02-45

46. If greeting refers to a String object, which of the following is a syntactically correct Java statement?

    1. `System.out.println(length().greeting);`
    2. `System.out.println(greeting());`
    3. `System.out.println(greeting.length());`
    4. `greeting.println("Hello");`

    Section Ref
        Section 2.3 Calling Methods
    Title
        Which of the following is a syntactically correct Java statement?
    Difficulty
        Medium
    id
        testbank-bj-6-ch02-46

47. What is the declared return type for a method that does not have a return value?

    1. `String`
    2. There is no declared return type when a method does not return a value.
    3. `void`
    4. A method must return a value.

    Section Ref
        Section 2.3 Calling Methods
    Title
        What is the declared return type for a method that does not have a return value?
    Difficulty
        Easy
    id

testbank-bj-6-ch02-47

48. Which of the following represents a method declaration with a void return type?

    1. `public void setValue(int value) { ... }`
    2. `public void int getValue() { ... }`
    3. `void public setValue(int value) { ... }`
    4. `void int getValue() { ... }`

    Section Ref
    Section 2.3 Calling Methods
    Title
    Which of the following represents a method declaration with a void return type?
    Difficulty
    Easy
    id
    testbank-bj-6-ch02-48

49. Which of the following represents a method call to a method with a void return type?

    1. `greeting.toUpperCase()`
    2. `System.out.println()`
    3. `greeting.replace("Hello","World")`
    4. `greeting.length()`

    Section Ref
    Section 2.3 Calling Methods
    Title
    Which of the following represents a method call to a method with a void return type?
    Difficulty
    Easy
    id
    testbank-bj-6-ch02-49

50. Which operator constructs object instances?

    1. `new`
    2. `instanceof`
    3. `void`
    4. `construct`

    Section Ref
    Section 2.4 Constructing Objects
    Title
    Which operator constructs object instances?
    Difficulty
    Easy

id
testbank-bj-6-ch02-50

51. Which of the following constructs a `Circle` of radius 3, assuming the construction parameter is the radius value?

    1. `Circle(3).new`
    2. `new Circle(3)`
    3. `new.Circle(3)`
    4. `Circle(3)`

Section Ref
Section 2.4 Constructing Objects
Title
Which of the following constructs a Circle of radius 3?
Difficulty
Easy
id
testbank-bj-6-ch02-51

52. Which statement declares a variable that references a `Circle` of radius 3, assuming the construction parameter is the radius value?

    1. `Circle c = Circle(3)`
    2. `Circle c = new Circle(3);`
    3. `Circle c.new.Circle(3);`
    4. `c.Circle(3);`

Section Ref
Section 2.4 Constructing Objects
Title
Which statement declares a variable that references a Circle of radius 3, assuming the construction parameter is the radius value?
Difficulty
Easy
id
testbank-bj-6-ch02-52

53. Which statement calls a constructor with no construction arguments?

    1. `Circle c = new Circle();`
    2. A call to a constructor must have construction arguments.
    3. `Circle c = new Circle;`
    4. `Circle c = Circle()`

Section Ref
Section 2.4 Constructing Objects
Title
Which statement calls a constructor with no construction arguments?
Difficulty

Easy

id

testbank-bj-6-ch02-53

54. What terminology describes a method that returns information about an object and does not change the object's internal data?

    1. mutator
    2. accessor
    3. void
    4. public

Section Ref

Section 2.5 Accessor and Mutator Methods

Title

What terminology describes a method that returns information about an object and does not change the object's internal data?

Difficulty

Easy

id

testbank-bj-6-ch02-54

55. What terminology describes a method of an object that modifies that object's internal data?

    1. public
    2. void
    3. mutator
    4. accessor

Section Ref

Section 2.5 Accessor and Mutator Methods

Title

What terminology describes a method of an object that modifies that object's internal data?

Difficulty

Easy

id

testbank-bj-6-ch02-55

56. Which of the following is a mutator method for the `Rectangle` class?

    1. `getHeight`
    2. `translate`
    3. `getWidth`
    4. `isEmpty`

Section Ref

Section 2.5 Accessor and Mutator Methods

Title

Which of the following is a mutator method?

Difficulty

Easy

id

testbank-bj-6-ch02-56

57. What does API stand for?

    1. Applet Programming Interface
    2. Application Programmer Interaction
    3. Application Programming Instance
    4. Application Programming Interface

Section Ref

Section 2.6 The API Documentation

Title

What does API stand for?

Difficulty

Easy

id

testbank-bj-6-ch02-57

58. A(n) _____ is a collection of classes with a related purpose.

    1. package
    2. import
    3. method
    4. collection

Section Ref

Section 2.6 The API Documentation

Title

What is a collection of classes with a related purpose?

Difficulty

Easy

id

testbank-bj-6-ch02-58

59. To use a class in another package you need to _____ it.

    1. export
    2. overload
    3. rewrite
    4. import

Section Ref

Section 2.6 The API Documentation

Title

To use a class in another package you need to _____ it.

Difficulty

Easy

id

testbank-bj-6-ch02-59

60. Which package is automatically imported in any Java program?

    1. `java.system`
    2. `java.lang`
    3. `java.language`
    4. `java.util`

Section Ref

Section 2.6 The API Documentation

Title

Which package is automatically imported in any Java program?

Difficulty

Medium

id

testbank-bj-6-ch02-60

61. Which class is part of the `java.lang` package?

    1. `Rectangle`
    2. `PrintStream`
    3. `String`
    4. `Circle`

Section Ref

Section 2.6 The API Documentation

Title

Which class is part of the java.lang package?

Difficulty

Medium

id

testbank-bj-6-ch02-61

62. Which import statement allows for the use of the `Rectangle` class?

    1. `import java.geom.Rectangle2D;`
    2. `import java.geom.Rectangle;`
    3. `import java.geom.RectangularShape;`
    4. `import java.awt.Rectangle;`

Section Ref

Section 2.6 The API Documentation

Title

Which import statement allows for the use of the Rectangle class?

Difficulty

Medium

id

testbank-bj-6-ch02-62

63. Which method could you use to obtain the string `"1234567890"` from the string `"123-456-7890"`?

    1. `isEmpty`
    2. `replace`
    3. `trim`
    4. `length`

Section Ref
    Section 2.6 The API Documentation
Title
    Find a method in the API documentation for the String class.
Difficulty
    Medium
id
    testbank-bj-6-ch02-63

64. Which of the following statements about test programs is true?

    1. Test programs verify that methods have been implemented correctly.
    2. A tester class does not contain the `main` method.
    3. You do not have to display the expected results.
    4. Writing test programs is not an important skill.

Section Ref
    Section 2.7 Implementing a Test Program
Title
    Which of the following statements about test programs is true?
Difficulty
    Easy
id
    testbank-bj-6-ch02-64

65. What is the purpose of a test program?

    1. The test program confirms that the Java compiler is correct.
    2. The test program verifies that methods have been implemented correctly.
    3. The test program checks the syntax of each object's methods.
    4. The test program enforces that the types between arguments match correctly.

Section Ref
    Section 2.7 Implementing a Test Program
Title
    What is the purpose of a test program?
Difficulty
    Easy
id

testbank-bj-6-ch02-65

66. Which of the following terms denotes the memory location of an object?

    1. implicit parameter
    2. mutator method
    3. encapsulation
    4. object reference

    Section Ref
    Section 2.8 Object References
    Title
    Which of the following terms denotes the memory location of an object?
    Difficulty
    Easy
    id
    testbank-bj-6-ch02-66

67. What do object variables store?

    1. objects
    2. classes
    3. object references
    4. numbers

    Section Ref
    Section 2.8 Object References
    Title
    What do object variables store?
    Difficulty
    Easy
    id
    testbank-bj-6-ch02-67

68. Assuming the following Java statement:

    ```
    Circle c1 = new Circle(3);
    ```

    What does the variable `c1` store?

    1. The constructed `Circle` object itself.
    2. A reference to the `Circle` class.
    3. A reference to the memory location of the constructed `Circle` object.
    4. The numeric value 3.

    Section Ref
    Section 2.8 Object References
    Title
    What does the variable c1 of type Circle store?
    Difficulty
    Medium

id
testbank-bj-6-ch02-68

69. Assuming the following Java statement:

```
int num = 10;
```

What does the variable `num` store?

1. A reference to the memory location where the value 10 is stored.
2. A reference to the `int` primitive type.
3. An object representing the number 10.
4. The numeric value 10.

Section Ref
Section 2.8 Object References
Title
What does the variable num of type int store?
Difficulty
Medium
id
testbank-bj-6-ch02-69

70. Assume the class Circle has an accessor called `getRadius` and a mutator called `setRadius`. What is the output of the following code?

```
Circle c1 = new Circle(3);
Circle c2 = c1;
c1.setRadius(4);
System.out.println(c2.getRadius());
```

1. `4`
2. `3`
3. `6`
4. `8`

Section Ref
Section 2.8 Object References
Title
What is the output of the following code?
Difficulty
Medium
id
testbank-bj-6-ch02-70

71. What is the output of the following code:

```
Circle c1 = new Circle(3);
Circle c2 = new Circle(3);
c1.setRadius(4);
System.out.println(c2.getRadius());
```

1. `3`
2. `8`
3. `6`
4. `4`

Section Ref
Section 2.8 Object References
Title
What is the output of the following code?
Difficulty
Medium
id
testbank-bj-6-ch02-71

72. What is the output of the following code:

```
int num1 = 6;
int num2 = num1;
num2 = num2 + 10;
System.out.println(num1);
```

1. `6`
2. `10`
3. `4`
4. `16`

Section Ref
Section 2.8 Object References
Title
What is the output of the following code?
Difficulty
Medium
id
testbank-bj-6-ch02-72

73. What is the output of the following code:

```
int num1 = 6;
int num2 = 10;
num1 = num2;
num2 = num1;
System.out.println(num1 + ", " + num2);
```

1. `6, 10`
2. `10, 6`
3. `6, 6`
4. `10, 10`

Section Ref
Section 2.8 Object References
Title
What is the output of the following code?

Difficulty
Medium
id
testbank-bj-6-ch02-73

74. What is the output of the following code:

```
int num1 = 6;
int num2 = 10;
num1 = num1 + num2;
num2 = num1 + num2;
System.out.println(num1 + ", " + num2);
```

1. `6, 10`
2. `16, 16`
3. `16, 22`
4. `16, 26`

Section Ref
Section 2.8 Object References
Title
What is the output of the following code?
Difficulty
Medium
id
testbank-bj-6-ch02-74

75. Complete this code fragment to ensure that the frame is shown:

```
JFrame frame = new JFrame();
```

1. `frame.setVisible(true);`
2. `frame.visible = true;`
3. `JFrame.setVisible();`
4. `frame.setVisible();`

Section Ref
Section 2.9 Graphical Applications
Title
Complete code fragment to ensure that frame is shown.
Difficulty
Medium
id
testbank-bj-6-ch02-75

76. The `setVisible` method of the `JFrame` class returns what kind of argument?

1. The `setVisible` method does not return a result.
2. The `setVisible` method returns an integer value.
3. The `setVisible` method returns a `String` object.

4. The `setVisible` method returns a `JFrame` object.

Section Ref
Section 2.9 Graphical Applications
Title
The setVisible method of the JFrame class returns what kind of argument?
Difficulty
Medium
id
testbank-bj-6-ch02-76

77. Based on the following code, which of the following statements sets the frame to a width of 400 and a height of 200:

```
final int FRAME_WIDTH = 400;
final int FRAME_HEIGHT = 200;
JFrame frame = new JFrame();
```

1. `frame.size = (FRAME_WIDTH, FRAME_HEIGHT);`
2. `frame.addSize(FRAME_WIDTH, FRAME_HEIGHT);`
3. `frame.setSize(FRAME_WIDTH, FRAME_HEIGHT);`
4. `frame.setSize(FRAME_HEIGHT, FRAME_WIDTH);`

Section Ref
Section 2.9 Graphical Applications
Title
Write a statement to set the frame size.
Difficulty
Easy
id
testbank-bj-6-ch02-77

78. Based on the following statement, which of the following statements sets the title of the frame:

```
JFrame frame = new JFrame();
```

1. `frame.title = "An Empty Frame";`
2. `frame.setTitle(JFrame.EMPTY);`
3. `frame.addTitle("An Empty Frame");`
4. `frame.setTitle("An Empty Frame");`

Section Ref
Section 2.9 Graphical Applications
Title
Which statement sets the frame title?
Difficulty
Easy
id
testbank-bj-6-ch02-78

79. What is the nickname for the graphical user interface library in Java?

    1. Applet
    2. GUI
    3. JComponent
    4. Swing

    Section Ref
        Section 2.9 Graphical Applications
    Title
        What is the nickname for the GUI library in Java?
    Difficulty
        Medium
    id
        testbank-bj-6-ch02-79

80. Drawing instructions should be placed inside the ____ method, which is called whenever the component needs to be repainted.

    1. `paintComponent`
    2. `draw`
    3. `paint`
    4. `drawComponent`

    Section Ref
        Section 2.9 Graphical Applications
    Title
        Drawing instructions should be placed inside the ____ method, which is called whenever the component needs to be repainted.
    Difficulty
        Medium
    id
        testbank-bj-6-ch02-80

81. Complete the following statement, which constructs an ellipse.

```
Ellipse2D.Double ellipse = new _____ (x, y, width,
height);
```

    1. `Double.Ellipse2D`
    2. `Ellipse2D.Double`
    3. `Ellipse2D`
    4. `Double`

    Section Ref
        Section 2.10 Ellipses, Lines, Text, and Color
    Title
        Complete the statement that constructs an ellipse.
    Difficulty
        Easy
    id

testbank-bj-6-ch02-81

82. In the code below, write a statement that sets the graphic to green.

```
public class ItalianFlagComponent extends JComponent
{
   public void paintComponent(Graphics g)
   {
      Graphics2D g2 = (Graphics2D) g;
      . . .
      ____
      . . .
   }
}
```

1. `g2.setColor(GREEN);`
2. `g2.SetColor(0, 255, 0);`
3. `g2.setColor(Color.GREEN);`
4. `g2.setColor("GREEN");`

Section Ref

Section 2.10 Ellipses, Lines, Text, and Color

Title

Which call sets the graphics color to green?

Difficulty

Easy

id

testbank-bj-6-ch02-82