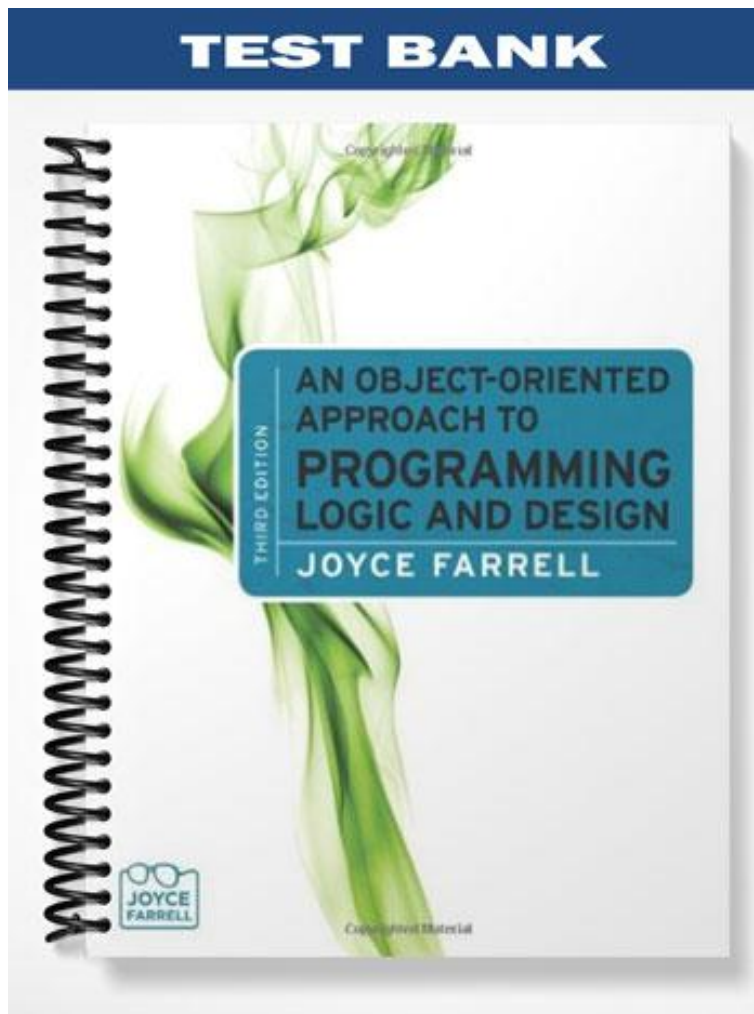


TEST BANK



AN OBJECT-ORIENTED
APPROACH TO
PROGRAMMING
LOGIC AND DESIGN
JOYCE FARRELL

THIRD EDITION



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ch02

True/False

Indicate whether the statement is true or false.

- ___ 1. If an application contains only one method that executes, that method is called the main method.
- ___ 2. Computers deal with two basic types of data - text and string.
- ___ 3. A literal numeric constant does not change.
- ___ 4. A string constant is enclosed within parentheses.
- ___ 5. Batch programs can accept data without human intervention.
- ___ 6. A variable declaration is a statement that provides a data type and identifier for a variable.
- ___ 7. An item's data type defines what operations can be performed on the item.
- ___ 8. If a variable has been initialized, it holds garbage.
- ___ 9. A numeric variable can hold digits or letters of the alphabet.
- ___ 10. A named constant can be assigned a value only once.
- ___ 11. The equals sign is the arithmetic operator.
- ___ 12. The assignment operator is said to have right-to-left associativity.
- ___ 13. Arithmetic operators have right-to-left associativity.
- ___ 14. Program comments are a type of external documentation.
- ___ 15. As your programming skill increases, the need for good programming habits decreases.
- ___ 16. If you choose identifiers with meaningful names, your program is said to be self-documenting.
- ___ 17. A noun would be a good choice for a variable or constant identifier.
- ___ 18. An adjective would be a good choice of identifier for a variable that holds status.
- ___ 19. A temporary variable is not used for input or output.
- ___ 20. A prompt is a message that asks the user for a response.
- ___ 21. In echoing input, the program tells the user the desired form of the input data.
- ___ 22. Three types of program structures are sequence, selection, and loop.

- ___ 23. The sequence structure contains a decision point.
- ___ 24. Methods may contain one, two, or all three types of structures.
- ___ 25. A loop structure does not contain a decision point.

Multiple Choice

Identify the choice that best completes the statement or answers the question.

- ___ 26. A(n) ___ is a named set of statements that perform some task or group of tasks within an application.
- | | |
|-----------|--------------|
| a. method | c. object |
| b. class | d. flowchart |
- ___ 27. A(n) ___ is the name of a programming object - for example, a class, method, or variable.
- | | |
|---------------|-----------------|
| a. convention | c. keyword |
| b. identifier | d. class header |
- ___ 28. There will always be only one class ___ for each class.
- | | |
|--------------|-----------|
| a. statement | c. header |
| b. method | d. footer |
- ___ 29. In an interactive program, a ___ enters data.
- | | |
|-------------|-----------------------------|
| a. disk | c. user |
| b. database | d. graphical user interface |
- ___ 30. ___ are memory locations whose contents can vary or differ over time.
- | | |
|--------------|------------------|
| a. Constants | c. Strings |
| b. Variables | d. Magic numbers |
- ___ 31. ___ constants do not have identifiers like variables do.
- | | |
|---------------|--------------|
| a. Alphabetic | c. Unnamed |
| b. Named | d. Uncertain |
- ___ 32. String values are also called ___ values.
- | | |
|------------|-----------------|
| a. unnamed | c. alphabetic |
| b. digit | d. alphanumeric |
- ___ 33. Which of the following is correct if the data type of `inventoryItem` is `string`?
- | | |
|---|---|
| a. <code>inventoryItem = 3</code> | c. <code>inventoryItem = -9</code> |
| b. <code>inventoryItem = "printer"</code> | d. <code>inventoryItem = (printer)</code> |
- ___ 34. Which of the following is correct if the data type for `weight` is `num`?
- | | |
|---------------------------------|----------------------------------|
| a. <code>weight = 2.75</code> | c. <code>weight = (2.75)</code> |
| b. <code>weight = "2.75"</code> | d. <code>weight = "heavy"</code> |
- ___ 35. The convention used in this book for named constants is ___ characters ___ underscores to separate words.
- | | |
|-----------------------|-----------------------|
| a. uppercase, with | c. lowercase, with |
| b. uppercase, without | d. lowercase, without |

- ___ 36. A(n) ___ statement stores the value of the right hand side of the expression in the memory location of the left hand side.
- a. construct
 - b. arithmetic
 - c. equals
 - d. assignment
- ___ 37. According to the rules of precedence, ___ has higher precedence than addition.
- a. multiplication
 - b. subtraction
 - c. the equals sign
 - d. assignment
- ___ 38. What operator has the lowest precedence?
- a. +
 - b. /
 - c. *
 - d. =
- ___ 39. In the following statement, which arithmetic operation is performed first?
`answer = a + b + c * d / e - f`
- a. e-f
 - b. a+b
 - c. c*d
 - d. d/e
- ___ 40. In the following statement, which operation is done third?
`answer = a + b + c * d / e - f`
- a. a+b
 - b. b+c
 - c. e-f
 - d. d/e
- ___ 41. What is an equivalent way to write the following statement?
`answer = a + b + c * d / e - f`
- a. `answer = a+b+(c*d)/(e-f)`
 - b. `answer = a+b+(c*d)/e-f`
 - c. `answer = a+b+(c*d/e-f)`
 - d. `answer = a+b+c*(d/e)-f`
- ___ 42. What is an example of a good programming practice?
- a. using program comments
 - b. using frequent abbreviations
 - c. accepting user input without echoing
 - d. creating your own conventions
- ___ 43. Which of the following would be the best choice of identifier for a method that calculates an employee's pay?
- a. `paycheck`
 - b. `accuratePaycheck`
 - c. `determinePay`
 - d. `taxWithholding`
- ___ 44. What is one drawback to including program comments?
- a. They take up too much memory.
 - b. They must be kept current.
 - c. You cannot use abbreviations.
 - d. They make a program difficult to read.
- ___ 45. A ___ dictionary is a list of every variable name used in a program.
- a. naming
 - b. string
 - c. constant
 - d. data
- ___ 46. Most modern programming languages are ___, meaning that you can arrange your lines of code as you see fit.
- a. structured
 - b. columnar
 - c. formatted
 - d. free-form
- ___ 47. What is an advantage of using the practice of echoing input?
- a. The program is shorter.
 - b. Memory usage is lower.
 - c. There is less chance of syntax errors.

d. The user is more likely to catch input errors.

- ___ 48. With a ___ structure, you perform an action or event, and then you perform the next action, in order.
- a. loop
 - b. decision
 - c. selection
 - d. sequence
- ___ 49. Sequences never include ____.
- a. terminations
 - b. tasks
 - c. decisions
 - d. steps
- ___ 50. In the ___ structure, instructions repeat based on a decision.
- a. sequence
 - b. selection
 - c. loop
 - d. flowchart

ch02
Answer Section

TRUE/FALSE

1.	ANS: T	PTS: 1	REF: 36
2.	ANS: F	PTS: 1	REF: 40
3.	ANS: T	PTS: 1	REF: 40
4.	ANS: F	PTS: 1	REF: 40
5.	ANS: T	PTS: 1	REF: 40
6.	ANS: T	PTS: 1	REF: 41
7.	ANS: T	PTS: 1	REF: 41
8.	ANS: F	PTS: 1	REF: 42
9.	ANS: F	PTS: 1	REF: 42
10.	ANS: T	PTS: 1	REF: 43
11.	ANS: F	PTS: 1	REF: 44
12.	ANS: T	PTS: 1	REF: 45
13.	ANS: F	PTS: 1	REF: 47
14.	ANS: F	PTS: 1	REF: 48
15.	ANS: F	PTS: 1	REF: 48
16.	ANS: T	PTS: 1	REF: 49
17.	ANS: T	PTS: 1	REF: 49
18.	ANS: F	PTS: 1	REF: 50
19.	ANS: T	PTS: 1	REF: 51
20.	ANS: T	PTS: 1	REF: 52
21.	ANS: F	PTS: 1	REF: 54
22.	ANS: T	PTS: 1	REF: 55
23.	ANS: F	PTS: 1	REF: 55
24.	ANS: T	PTS: 1	REF: 55
25.	ANS: F	PTS: 1	REF: 56

MULTIPLE CHOICE

26.	ANS: A	PTS: 1	REF: 36
27.	ANS: B	PTS: 1	REF: 36
28.	ANS: C	PTS: 1	REF: 37
29.	ANS: C	PTS: 1	REF: 39
30.	ANS: B	PTS: 1	REF: 40
31.	ANS: C	PTS: 1	REF: 40
32.	ANS: D	PTS: 1	REF: 40
33.	ANS: B	PTS: 1	REF: 43
34.	ANS: A	PTS: 1	REF: 43
35.	ANS: A	PTS: 1	REF: 44
36.	ANS: D	PTS: 1	REF: 44
37.	ANS: A	PTS: 1	REF: 47
38.	ANS: D	PTS: 1	REF: 47

39.	ANS: C	PTS: 1	REF: 47
40.	ANS: A	PTS: 1	REF: 47
41.	ANS: B	PTS: 1	REF: 47
42.	ANS: A	PTS: 1	REF: 48
43.	ANS: C	PTS: 1	REF: 49
44.	ANS: B	PTS: 1	REF: 49
45.	ANS: D	PTS: 1	REF: 50
46.	ANS: D	PTS: 1	REF: 51
47.	ANS: D	PTS: 1	REF: 54
48.	ANS: D	PTS: 1	REF: 55
49.	ANS: C	PTS: 1	REF: 55
50.	ANS: C	PTS: 1	REF: 56