TEST BANK

SHELLY CASHMAN SERIES®

Java Programming
Comprehensive Concepts and Techniques

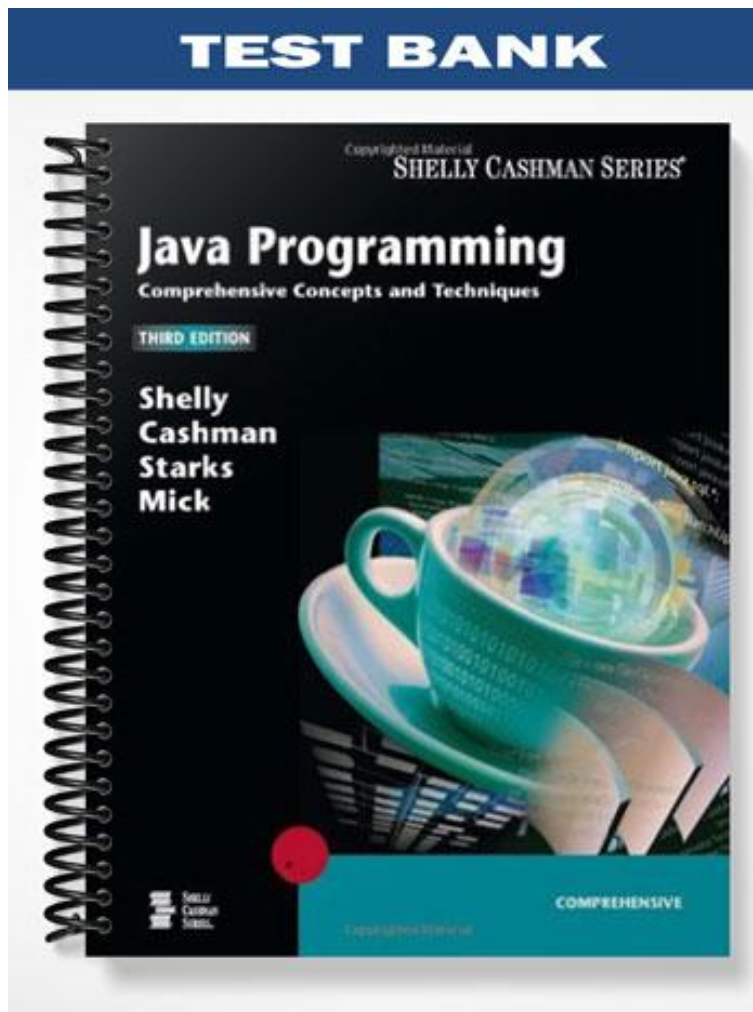THIRD EDITION

Shelly
Cashman
Starks
Mick

COMPREHENSIVE

Java Programming, Third Edition
Test Bank

CHAPTER TWO

CREATING A JAVA APPLICATION AND APPLET

■ Test Bank Answers are on page 11.

Multiple Choice

1.   ____ are useful for testing and system configuration.
   a. Applets
   b. Console applications
   c. JavaBeans
   d. Windowed applications

2.   In TextPad, the ____ window displays a list of open TextPad files.
   a. browser
   b. Clip Library
   c. coding
   d. Selector

3.   ____ comments are meant to provide a concise summary of the code.
   a. Block
   b. Doc
   c. Header
   d. Line

4.   All of the following are access modifiers *except* ____.
   a. private
   b. protected
   c. public
   d. transient

5.   The body of a class must be enclosed in ____.
   a. asterisks
   b. braces

   c. forward slashes

   d. parentheses

6.   A(n) _____ is a piece of data received by a method to help the method perform its operation.

   a. argument

   b. identifier

   c. parameter

   d. variable

7.   A(n) _____ is any word you choose to name an item in a Java program.

   a. argument

   b. identifier

   c. parameter

   d. variable

8.   A(n) _____ is a location in computer memory that can change values as the code executes.

   a. argument

   b. identifier

   c. parameter

   d. variable

9.   Which of the following is *not* a characteristic of the main() method?

   a. it is public

   b. it is static

   c. its return type is void

   d. it has a parameter with an Integer data type

10.   The System class extends methods from its superclass, which is the _____ class.

   a. Array

   b. Exception

   c. Object

   d. JavaBean

11.   A string of characters in quotation marks is called a string _____.

   a. array

   b. literal

   c. quote

   d. object

12.   All lines of Java code, other than headers and braces, must end with a _____.

a. colon

b. comma

c. period

d. semicolon

13. A ____ occurs when a system command is not set properly, software is installed incorrectly, or the location of stored files has changed.

a. run-time error

b. semantic error

c. syntax error

d. system error

14. A missing semicolon at the end of a Java statement is an example of a ____ error.

a. logic

b. run-time

c. syntax

d. semantic

15. A ____ error is an error that changes the meaning of the code.

a. logic

b. semantic

c. syntax

d. system

16. A ____ error can surface during execution due to an unanticipated action of the user.

a. logic

b. semantic

c. syntax

d. system

17. Typing a(n) ____ after the package name in an import statement tells the program to load all the classes within a package.

a. asterisk

b. comma

c. forward slash

d. semicolon

18. A(n) ____, identified by the = new notation, declares the type of data or object to be stored and assigns it a variable name in the computer's memory.

a. constructor

b. destructor

c. declarer

d. initializer

19.   The _____ is a wildcard symbol to tell a program to import all necessary classes from a package.

   a. asterisk

   b. comma

   c. period

   d. semicolon

20.   When a method refers to an instance of an object with a variable, the variable is called a(n) _____.

   a. data variable

   b. instance variable

   c. object variable

   d. reference variable

21.   The drawString () method accepts all of the following arguments *except* a _____.

   a. Graphics object

   b. horizontal coordinate

   c. String

   d. vertical coordinate

22.   The _____ method is polymorphic.

   a. drawImage()

   b. drawString()

   c. getDocumentBase()

   d. toString()

23.   The _____ method accepts horizontal and vertical coordinates as parameters that identify where to draw the graphic.

   a. drawImage()

   b. getDocumentBase()

   c. getImage()

   d. setBackground()

24.   The keyword, _____, is required by the drawImage() method to hold the location of the image while it is being loaded from disk.

   a. catch

b. extends

c. this

d. var

25.   Which of the following is *not* an advantage of using Applet Viewer rather than a browser?
   a. Applet Viewer ignores irrelevant HTML code
   b. Applet Viewer does not have to be Java-enabled
   c. Applet Viewer uses less memory than a browser
   d. Applet Viewer catches incorrect references to an applet

True/False

T   F   1. A splash screen is a screen that is displayed before the main program is displayed.

T   F   2. When developing a program, programmers can assume the Close, Minimize, and Maximize button objects and their corresponding events will work as intended.

T   F   3. Any text-editing program capable of creating a text file can be used to write Java programs.

T   F   4. By default, TextPad displays line numbers automatically in the coding window.

T   F   5. In TextPad, the Save button is enabled only when changes have been made to the document.

T   F   6. Comments are executed before the program runs.

T   F   7. Block comments begin with two forward slashes (//).

T   F   8. TextPad displays comments in the color red.

T   F   9. The Java compiler accepts keywords for class names.

T   F   10. The Java compiler does not accept keywords for method names.

T   F   11. A class name cannot contain spaces and must not begin with a number.

T   F   12. All code entered after the class header is considered to be the body of the class and must be enclosed in parentheses.

T   F   13. Java programmers conventionally use underlines to distinguish words in class names.

T   F   14. The filename of a Java source code file must match exactly the class name assigned at the beginning of your program.

T   F   15.   A method header can have several access modifiers and several parameters, or it can have none.

T   F   16.   In a method header, multiple parameters are separated by semicolons.

T   F   17.   A method header can have multiple return types.

T   F   18.   The access modifier, public, can be used for both methods and classes.

T   F   19.   Variable names have the same spelling restrictions as class names.

T   F   20.   Each parameter in a method header must be preceded by a data type declaration.

T   F   21.   A method name in Java is always followed by a set of parentheses.

T   F   22.   Java programmers typically use the identifier, args, to name the parameter for the main() method.

T   F   23.   The word, static, is an access modifier.

T   F   24.   One needs to specify the argument's data type when calling a method.

T   F   25.   In the System.out.println() method, out refers to the object representing the default display.

T   F   26.   Java source code must be compiled before it can be executed.

T   F   27.   The Java compilation command is java.exe.

T   F   28.   The compilation process creates a new file for each class in a program.

T   F   29.   During compilation, the compiler adds a new file to the disk containing bytecode and ending with a .java extension.

T   F   30.   Syntax and semantic errors are detected at run-time.

T   F   31.   Programs that compile successfully may display logic or run-time errors.

T   F   32.   When using the Run Java Application command in TextPad, TextPad automatically looks for the class file with the same name and then executes it.

T   F   33.   When running the application from the command prompt, type `java` followed by the name of the class file and its extension.

T   F   34.   When source code is edited, the source code file must be compiled again to update the executable file.

T   F   35.   A source code filename has the .class extension.

T F   36. The SDK includes class packages as part of the standard installation.

T F   37. The import statement is placed at the end of the Java source code.

T F   38. An applet can modify files stored on a user's system.

T F   39. Applets can run only within a browser or viewer.

T F   40. An applet does not contain a main() method.

T F   41. The programmer needs to code an init() method for an applet.

T F   42. The paint() method returns a Graphics object.

T F   43. An applet uses the println() method to display text.

T F   44. The drawString() method must use a String as its first argument.

T F   45. Java applet images must be GIF files.

T F   46. The logic of assigning a value to a variable in Java works from left to right.

T F   47. A period (.) after a reference variable separates an object and its method, or an object and its attributes.

T F   48. HTML supports user interaction to accept input and generate output.

T F   49. When an HTML host document is loaded in the browser, the Java applet is sent to the browser as a separate file.

T F   50. HTML and its tags are generally case-sensitive.

Completion

1. The way in which a user enters data and instructions into a computer and receives feedback from the computer is called a(n) _____.

2. A(n) _____ is a screen that is displayed before the main program is displayed.

3. A(n) _____ is a functional working model of a proposed system, created to make sure it meets users' needs.

4. The current date and time generated by the operating system of a computer is called the _____.

5. The TextPad _____ is the area where you can enter and edit lines of Java code.

6. In TextPad, _____ provide a reference for possible errors when you compile Java source code.

7. The area of the TextPad window called the _____ displays a list of special codes and tags used by some scripting tools and languages such as HTML.

8. Unlike other comments in Java, _____ have no ending symbol.

9. The _____ identifies how the code will be accessed and specifies the class name.

10. A(n) _____ is also called a scope identifier.

11. The access modifier, _____, indicates that the code can be accessed by all objects in the program and can be extended, or used, as a basis for another class.

12. Java reserved words, also called _____, are not accepted by the Java compiler as class names.

13. Java is _____, which means that the Java compiler considers uppercase and lowercase as two different characters.

14. Every stand-alone Java application must contain a(n) _____, which is the starting point during execution.

15. To code a method in Java, you begin with a(n) _____, which notifies the Java compiler of the method's attributes and the name of the method, among other information.

16. The modifier, _____, is used to denote a unique method that can be invoked without creating a subclass or instance.

17. A(n) _____ is a word that describes the category of data the method uses.

18. A method that does not return data uses the keyword, _____, instead of a data type.

19. Data that is sent to a method during invocation are called _____.

20. Identifiers are used to name _____, which are locations in computer memory that can change values as the code executes.

21. A(n) _____ defines the instance and class variables and methods available for use in the class, as well as other information, such as the immediate superclass.

22. An applet inherits from the Applet class in the SDK by adding the _____ command in its class header.

23. The process of fixing errors is called _____.

24. A run-time error also is called a(n) _____.

25. The _____ tells the compiler where to access the classes, fields, and methods of an existing class in a package.

26. _____ are non-printing control codes.

27. A plus sign can be used to _____ or join two or more Strings.

28. The _____, or AWT, is a package included with the SDK to provide programs access to color, draw methods, and other GUI elements.

29. A(n) _____ is the basic unit of programmable color on a computer display or in a computer image.

30. The _____ is used to convert non-String data to a String.

31. The _____ is used to load images into an applet.

32. Like the drawString() method, the _____ accepts horizontal and vertical coordinates as parameters.

33. The _____ takes a Color object and its attribute to change the background of the applet window.

34. Applets are executed by a(n) _____, also called a reference program.

35. In HTML, a(n) _____ is a code specifying how Web page content should display or link to other documents.

TEST BANK ANSWERS FOR CHAPTER 2
Creating a Java Application and Applet

Multiple Choice

1. b [46]	6. c [68]	11. b [71]	16. a [77]	21. a [96]
2. d [55]	7. b [68]	12. d [71]	17. a [81]	22. d [98]
3. b [62]	8. d [68]	13. d [74]	18. a [82]	23. a [98]
4. d [64]	9. d [68]	14. c [75]	19. a [92]	24. c [98]
5. b [66]	10. c [70]	15. b [76]	20. d [96]	25. d [105]

True/False

1. T [46]	11. T [65]	21. T [68]	31. T [77]	41. F [95]
2. T [50]	12. F [66]	22. T [68]	32. T [77]	42. F [95]
3. T [52]	13. F [66]	23. F [68]	33. F [77]	43. F [96]
4. F [56]	14. T [66]	24. F [70]	34. T [79]	44. T [97]
5. T [60]	15. T [67]	25. T [70]	35. F [79]	45. F [98]
6. F [61]	16. F [67]	26. T [73]	36. T [80]	46. F [98]
7. F [62]	17. F [67]	27. F [73]	37. F [81]	47. T [99]
8. F [64]	18. T [67]	28. T [73]	38. F [89]	48. F [101]
9. F [64]	19. T [68]	29. F [74]	39. T [89]	49. T [102]
10. T [64]	20. T [68]	30. F [76]	40. T [95]	50. F [104]

Completion

1. user interface [46]	12. keywords [64]	24. exception [77]
2. splash screen [46]	13. case-sensitive [66]	25. import statement [81]
3. prototype [48]	14. main() method [67]	26. Escape characters [84]
4. system date [48]	15. method header [67]	27. concatenate [86]
5. coding window [54]	16. static [68]	28. Abstract Window Toolkit [92]
6. line numbers [55]	17. data type [68]	29. pixel [97]
7. Clip Library window [55]	18. void [68]	30. toString() method [97]
8. line comments [62]	19. arguments [68]	
9. class header [64]	20. variables [68]	
10. access modifier [64]	21. class definition [70]	
11. public [64]	22. extends [70]	
	23. debugging [74]	