Programming Languages OOP with Java - Quiz

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- 4. Chapter: OOP with Java Quiz 1
- 1. OOP with Java Quiz 1 Questions

4.1.1. 1. Every instance variable should be declared with private access s...

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1. Every instance variable should be declared with private access specifier.

Please choose only one answer:

- True
- False

Check the answer of this question online at QuizOver.com: Question: 1. Every instance variable should be declared Heng Vongkol OOP

#### Flashcards:

http://www.quizover.com/flashcards/question-1-every-instance-variable-should-be-declared-heng-vongkol-oop?pdf=1505

Interactive Question:

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4.1.2. 2. Setter is a method that is used to get value from an instance va...

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2. Setter is a method that is used to get value from an instance variable.

Please choose only one answer:

- True
- False

Check the answer of this question online at QuizOver.com: Question: 2. Setter is a method that is used to get Heng Vongkol OOP with Quest

Flashcards:

http://www.quizover.com/flashcards/question-2-setter-is-a-method-that-is-used-to-get-heng-vongkol-oop-wit?pdf=1505

Interactive Question:

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4.1.3. 3. If you create a method with public access modifier, it means tha...

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3. If you create a method with public access modifier, it means that you can access it anywhere.

Please choose only one answer:

- True
- False

Check the answer of this question online at QuizOver.com: Question: 3. If you create a method with public access Heng Vongkol OOP Java

#### Flashcards:

http://www.quizover.com/flashcards/question-3-if-you-create-a-method-with-public-access-heng-vongkol-oop?pdf=1505

Interactive Question:

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4.1.4. 4. The "new "keyword is used to instantiate a new object from a c...

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4. The "new "keyword is used to instantiate a new object from a class.

Please choose only one answer:

- True
- False

Check the answer of this question online at QuizOver.com: Question: 4. The new keyword is used to instantiate Heng Vongkol OOP with Quest

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4.1.5. 5. The "this "keyword can be used to represent the current class.

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5. The "this " keyword can be used to represent the current class.

Please choose only one answer:

- True
- False

Check the answer of this question online at QuizOver.com: Question: 5. The this keyword can be used to represent Heng Vongkol OOP with

#### Flashcards:

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Interactive Question:

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4.1.6. 6. In the same class, you cannot have two objects with the same name.

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6. In the same class, you cannot have two objects with the same name.

Please choose only one answer:

- True
- False

Check the answer of this question online at QuizOver.com: Question: 6. In the same class you cannot have two Heng Vongkol OOP with

#### Flashcards:

http://www.quizover.com/flashcards/question-6-in-the-same-class-you-cannot-have-two-heng-vongkol-oop-with?pdf=1505

Interactive Question:

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4.1.7. 7. In the same package, you cannot have two classes with the same n...

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7. In the same package, you cannot have two classes with the same name.

Please choose only one answer:

- True
- False

Check the answer of this question online at QuizOver.com: Question: 7. In the same package you cannot have two Heng Vongkol OOP with

#### Flashcards:

http://www.quizover.com/flashcards/question-7-in-the-same-package-you-cannot-have-two-heng-vongkol-oop-wi?pdf=1505

Interactive Question:

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4.1.8. 8. Every class definition must have data member, otherwise it will ...

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8. Every class definition must have data member, otherwise it will not work.

Please choose only one answer:

- True
- False

Check the answer of this question online at QuizOver.com: Question: 8. Every class definition must have data Heng Vongkol OOP with

#### Flashcards:

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Interactive Question:

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4.1.9. 9. Generally, setter methods always have return type "void ".

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9. Generally, setter methods always have return type "void ".

Please choose only one answer:

- True
- False

Check the answer of this question online at QuizOver.com: Question: 9. Generally setter methods always have Heng Vongkol OOP with Java

Flashcards:

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Interactive Question:

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4.1.10. 10. Generally, getter methods always have parameters.

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10. Generally, getter methods always have parameters.

Please choose only one answer:

- True
- False

Check the answer of this question online at QuizOver.com: Question: 10. Generally getter methods always have Heng Vongkol OOP with

#### Flashcards:

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Interactive Question:

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4.1.11. 11. Which one is the variable that cannot be declared with any acce...

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11. Which one is the variable that cannot be declared with any access modifier?

Please choose only one answer:

- Instance variable
- Class variable
- Local variable
- Non-static variable

Check the answer of this question online at QuizOver.com: Question: 11. Which one is the variable that cannot Heng Vongkol OOP with Quest

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Interactive Question:

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4.1.12. 12. If you declare an instance variable without any access modifier...

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12. If you declare an instance variable without any access modifier, what is the default access modifier?

Please choose only one answer:

- public
- private
- package-private
- protected

Check the answer of this question online at QuizOver.com: Question: 12. If you declare an instance variable Heng Vongkol OOP with Java

Flashcards:

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Interactive Question:

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4.1.13. 13. The term \_\_\_\_\_\_ refers to an actual instance of a class.

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13. The term \_\_\_\_\_\_ refers to an actual instance of a class.

Please choose only one answer:

- method
- object
- class
- data member

Check the answer of this question online at QuizOver.com: Question: 13. The term refers to an actual instance Heng Vongkol OOP with Quest

Flashcards:

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Interactive Question:

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4.1.14. 14. How many objects that you can create from a class Users?

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14. How many objects that you can create from a class Users?

Please choose only one answer:

- one
- two
- three
- unlimited

Check the answer of this question online at QuizOver.com: Question: 14. How many objects that you can create Heng Vongkol OOP with

Flashcards:

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Interactive Question:

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4.1	15.	15.	The ke	word "	public '	' and "	private "	are called	
				·					

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15. The keyword " public " and " private " are called \_\_\_\_\_\_

Please choose only one answer:

- delimiter
- access specifier
- class protector
- instance variable

Check the answer of this question online at QuizOver.com: Question: 15. The keyword public and private are called Heng Vongkol OOP

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4.1.16. 16. Which one is the correct syntax to create a class?

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16. Which one is the correct syntax to create a class?

Please choose only one answer:

- public Class MyClass { }
- public class MyClass { }
- private class MyClass { }
- Class MyClass { }

Check the answer of this question online at QuizOver.com: Question: 16. Which one is the correct syntax to create Heng Vongkol OOP

Flashcards:

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Interactive Question:

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4.1.17. 17. Which one is the correct syntax to create an object from the "B...

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17. Which one is the correct syntax to create an object from the "Books" class?

Please choose only one answer:

- Book myBook = new Book();
- Books myBook = Books();
- Books myBook = new Books();
- Books myBook = new books();

Check the answer of this question online at QuizOver.com: Question: 17. Which one is the correct syntax to create Heng Vongkol OOP

Flashcards:

http://www.quizover.com/flashcards/question-17-which-one-is-the-correct-syntax-to-create-heng-vongkol-oop?pdf=1505

Interactive Question:

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4.1.18. 18. When you create class, what is the most important thing that yo...

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18. When you create class, what is the most important thing that you have to think about?

Please choose only one answer:

- data members and methods
- setters and getters
- constructors
- access modifiers

Check the answer of this question online at QuizOver.com: Question: 18. When you create class what is the most Heng Vongkol OOP with

Flashcards:

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Interactive Question:

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# 4.1.19. 19. Which one does not exist in the block of a class?

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19. Which one does not exist in the block of a class?

Please choose only one answer:

- data member
- mehtod
- class
- package

Check the answer of this question online at QuizOver.com: Question: 19. Which one does not exist in the block Heng Vongkol OOP with Quest

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Interactive Question:

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4.1.20. 20. The process of putting methods and data members in a single cla...

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20. The process of putting methods and data members in a single class is called \_\_\_\_\_

Please choose only one answer:

- encapsulation
- inheritance
- interface
- abstraction

Check the answer of this question online at QuizOver.com: Question: 20. The process of putting methods and data Heng Vongkol OOP with

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