## Multiple Choice Questions (20 points)

Answer all of the following questions. READ EACH QUESTION CAREFULLY. Fill the correct bubble on your scantron sheet. Each correct answer is worth 1 point. Each question has EXACTLY one correct answer.

**1.** Consider the following method:

```
public int foo(int[] a, int m){
    int j;
    for(j=0; j<a.length; j++)
        if (a[j]==m) break;
    return j;
}</pre>
```

What can you say for sure about foo?

- A. foo always returns the index of the array element equal to m
- **B.** foo always returns the length of the array
- C. foo must be used with care. It crashes if a is an array of zero length.
- **D.** If m is in the array, foo returns the index of m in the array. If m is not in the array, foo returns the length of the array.
- **E.** At the end of the execution of foo, the array object referred to by a is automatically cleared from the memory by the garbage collector.

2. Consider the following class definition:

```
public class C{
   public static void foo()
   {
     System.out.println("I am foo in C");
   }
}
```

In some other class, to call the method foo in the C class, you would write:

```
A. foo();
B. C.foo();
C. new C.foo();
D. A or B
E. B or C
```

3. In a class definition, you read the following:

```
public class C{
   public void foo(int n){/*code*/}
   public boolean foo(char c){/*code*/}
   /* more code follows */
}
```

What can you say about the implementations of the foo method?

- **A.** It is an example of method overloading.
- **B.** foo is a static method within the C class
- C. It is illegal to use the name foo twice within the class.
- **D.** The return type should be boolean for both implementations of foo.
- E. One of the implementations of foo should be private.

4. Consider the following code fragment

```
Rectangle[][] r = new Rectangle[2][];
r[0] = new Rectangle[3];
r[1] = new Rectangle[4];
```

What is r.length?

A. 0
B. 2
C. 3
D. 4
E. 14

5. Which is an example of overloading the method that follows?

int parseNumber(String numberString){...}

- A. int parseThisNumber(String numberString) {...}
- B. int parseNumber(String num){...}
- C. int parseNumber(String num, String entry){...}

## 6. A constructor

- A. must have the same name as the class it is declared within.
- **B.** is used to create objects.
- **C.** may be overloaded.
- **D.** B and C
- **E.** A, B and C

7. Consider

int[][] a = {{1,2},{3,4,5}}; int[] b = a[1]; b[0] = 10;

What are the indices i and j of the array element a[i][j] that is equal to 10 after the above code fragment is executed?

```
A. i=0 j=0
B. i=0 j=1
C. i=1 j=0
D. i=1 j=1
E. None of the elements of the array a is equal to 10
```

8. Consider the following table of integers

Among the following, which array would store the table with the minimum amount of memory used?

```
A. int[][] a = new int[5][6];
B. int[][] a = new int[5][];
for(int i=0; i<a.length; i++) a[i] = new int[i];
C. int[][] a = new int[5][];
for(int i=0; i<a.length; i++) a[i] = new int[i+1];
D. int[][] a = new int[5][];
for(int i=0; i<a.length; i++) a[i] = new int[i+2];
E. int[][] a = new int[5][];
for(int i=0; i<a.length; i++) a[i] = new int[i+3];</pre>
```

9. Consider the following 2 methods defined in the same class

```
public void foo(int i, double x){/*version1*/}
public void foo(double x, int i){/*version 2*/}
```

In another method in the same class, the following statement is written foo(1,2);

Which version of foo is called?

- A. version 1
- **B.** version 2
- **C.** Can't tell. The compiler chooses randomly between version 1 and version 2
- **D.** version 1 is called and then version 2.
- **E.** The code doesn't compile since the call is ambiguous
- **10.** Consider the following method (Hint: try what(1,1,1))

```
public int what(int a, int b , int c)
{
    if (a<b && a<c) return a;
    if (b<a && b<c) return b;
    if (c<a && c<b) return c;
}</pre>
```

What comment can be offered about this method?

- A. what returns the smallest of the three integers a, b and c
- B. what always returns the value of a
- C. what always returns the value of b
- D. what always returns the value of c
- **E.** The method is incorrect, because it does not always return a value.

11. Consider the following code fragment

```
public int mystery(int a, int b)
{
    if (b==1)
        return a;
    else
        return a + mystery(a,b-1);
}
```

What is the value of **mystery(2,3)**?

A. 2
B. 4
C. 6
D. 8
E. the program generates a run time error (infinite recursion)

- 12. Still referring to the code fragment of the previous question, what is the value of mystery(2,0)?
  - A. 2
  - **B.** 4
  - C. 0
  - D. 1
  - **E.** the program generates a run time error (infinite recursion)

13. Consider the code fragment:

```
int x=2;
  int[] a = new int[2];
  String s = "Red";
  s = foo(x,a,s);
  System.out.println("x="+x+" a[0]="+a[0]+" s="+s);
  // method foo
  public String foo(int i, int[] j, String k)
  {
    i = i + 1;
    j[0] = j[0]+1;
    k = "Blue";
    return k;
  }
  What is printed ?
A. x=2 a[0]=0 s=Red
B. x=3 a[0]=0 s=Red
C. x=2 a[0]=1 s=Red
D. x=3 a[0]=0 s=Blue
E. x=2 a[0]=1 s=Blue.
```

14. If the instance variables of the Employee class are declared as follows, which of the following statements is most likely to be in the constructor of this class?

```
private String name;
private Address address;
private long employeeNumber;
A. address = 0;
B. address = " ";
C. address = new Address();
D. employeeNumber = "11233444";
E. employeeNumber = 143.144;
```

- 15. In which of the following situations would it make most sense to code a static method rather than a regular method in a class that defines a bank account?
  - A. a method that calculates the number of deposits made in an account
  - **B.** a method that sets the bank account total
  - **C.** a method that changes the annual interest rate for all bank accounts
  - **D.** a method that returns the bank account balance
  - E. a method that prints the bank account balance
- **16.** What is the highest index value associated with the array that follows?

```
int[] values = new int[x];
```

A. 0 B. xC. x + 1D. x - 1E. can't tell from information given 17. A method, called **something**, has the following body

```
{
    switch(n)
    {
        case 1:
            return 0;
        default:
            return 1 + something(n/3);
    }
}
```

What would be a correct signature for this method body ?(correct means that it does not trigger any error or warning message at the compilation).

```
A. public int something(int[] n)
B. public double something(int[] n)
C. public int something(int n[])
D. public int something(int n)
E. public void something(int n)
```

18. Given the signature that you selected above, what is the value of something(3\*3\*3) ?

A. 0
B. 1
C. 2
D. 3
E. 4

- **19.** Which of the following is NOT true regarding recursion and iteration?
  - A. Any recursive method can be rewritten in an iterative form (with a loop)
  - **B.** Recursive calls take time and consume additional memory
  - **C.** In general, recursive algorithms lead to better performance than iterative algorithms
  - **D.** A recursive method is a method that calls itself
  - E. To terminate, a recursive algorithm must have a base case
- **20.** Which of the following is an invalid two-dimensional array definition?

```
A. double[][] values = new double[2][8];
B. double[][] values = new double[8][2];
C. double[][] values = new double[8][];
D. double[][] values = new double[][8];
E. double[][] values = new double[2][0];
```