

JB0130R REVIEW: A GENTLE INTRODUCTION TO METHODS IN JAVA*

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Abstract

This module contains review questions and answers keyed to the module titled Jb0130: Java OOP:
A Gentle Introduction to Methods in Java

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2 Preface

This module contains review questions and answers keyed to the module titled Jb0130: Java OOP: A Gentle Introduction to Methods in Java ¹ .

The questions and the answers are connected by hyperlinks to make it easy for you to navigate from the question to the answer and back again.

3 Questions

3.1 Question 1 .

True or false? Methods are often called functions, procedures, subroutines, and various other names.

Answer 1 (p. 7)

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¹<http://cnx.org/content/m45139>

3.2 Question 2

True or false? A Java method can be thought of as a separate program module that has the ability to do something useful. Having written the method, you can make it available for use as a helper to your main program each time your main program needs to have that useful thing done.

Answer 2 (p. 7)

3.3 Question 3

True or false? In Java, you must write all of the methods that you need.

Answer 3 (p. 6)

3.4 Question 4

True or false? In the following statement, `sqrtPeas` is the name of a method.

```
System.out.println(sqrtPeas);
```

Answer 4 (p. 6)

3.5 Question 5

True or false? Java only allows you to use the pre-written methods in the class libraries.

Answer 5 (p. 6)

3.6 Question 6

Normally, when designing and writing a method such as one that can calculate the square root of a number, it is desirable to write it in such a way that it can calculate the square root of any number (*as opposed to only one specific number*). How is that accomplished?

Answer 6 (p. 6)

3.7 Question 7

True or false? According to common programming jargon, the process of causing a method to be executed is commonly referred to as *setting* the method.

Answer 7 (p. 6)

3.8 Question 8

True or false? This process of providing information to a method when you call it is commonly referred to as *sending a message* to the method.

Answer 8 (p. 6)

3.9 Question 9

True or false? When called, a method will usually

- perform an action
- send back an answer. or
- some combination of the two

Answer 9 (p. 6)

3.10 Question 10

True or false? A value of type **double** can be (*almost*) any numeric value, positive or negative, with or without a decimal part.

Answer 10 (p. 6)

3.11 Question 11

True or false? Java is not a case-sensitive programming language.

Answer 11 (p. 6)

3.12 Question 12

True or false? The following two rules will generally suffice to keep you out of trouble when defining variable and method names in Java:

- Use only letters and numbers in Java names.
- Always make the first character a letter.

Answer 12 (p. 5)

3.13 Question 13

True or false? In Java, the assignment operator is the % character.

Answer 13 (p. 5)

3.14 Question 14

True or false? The behavior of the **sqrt** method is to calculate and display the square root of the value passed to it as a parameter.

Answer 14 (p. 5)

3.15 Question 15

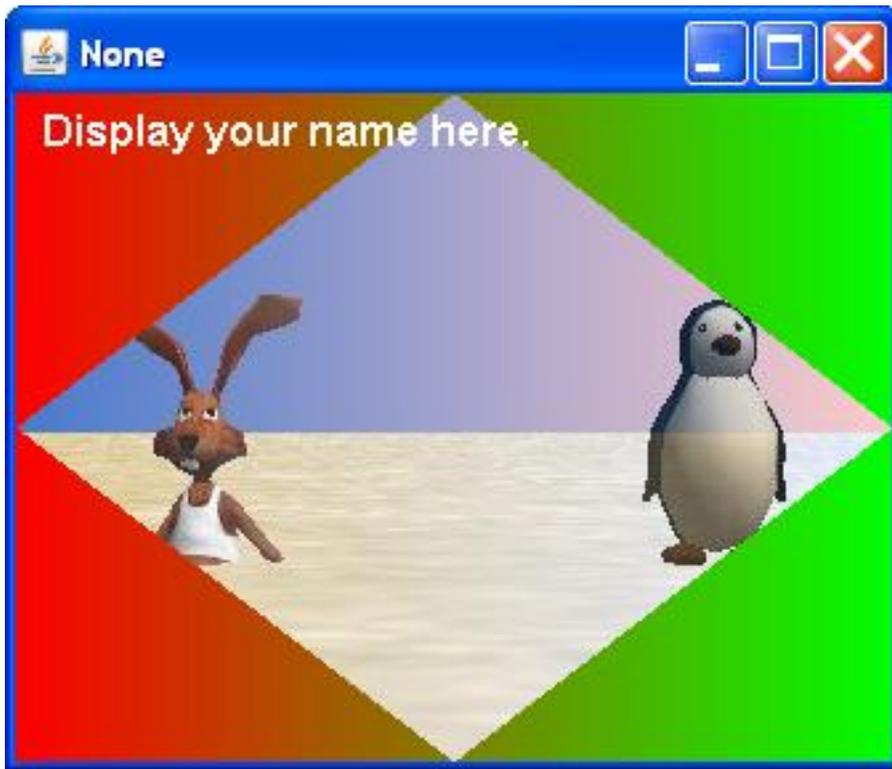
True or false? The syntax for passing parameters to a method consists of following the name of the method with a pair of matching parentheses that contain the parameter or parameters. If more than one parameter is being passed, they are all included within the parentheses and separated by commas. The order of the parameters is not important.

Answer 15 (p. 5)

What is the meaning of the following two images?

This image was inserted here simply to insert some space between the questions and the answers to keep them from being visible on the screen at the same time.

The image is also an example of the kinds of things that we do in my course titled ITSE 2321, Object-Oriented Programming.



This image was also inserted for the purpose of inserting space between the questions and the answers.



4 Answers

4.1 Answer 15

False. Normally the order in which parameters are passed to a method is very important.

[Back to Question 15 \(p. 3\)](#)

4.2 Answer 14

False. The behavior of the `sqrt` method is to calculate and **return** the square root of the value passed to it as a parameter.

[Back to Question 14 \(p. 3\)](#)

4.3 Answer 13

False. In Java, the assignment operator is the `=` character.

[Back to Question 13 \(p. 3\)](#)

4.4 Answer 12

True.

[Back to Question 12 \(p. 3\)](#)

4.5 Answer 11

False. Just like C, C++, and C#, Java is very much a case-sensitive programming language.

Back to Question 11 (p. 3)

4.6 Answer 10

True.

Back to Question 10 (p. 3)

4.7 Answer 9

True.

Back to Question 9 (p. 2)

4.8 Answer 8

False. If you continue in this field of study, you will learn that we *send messages* to objects by calling methods that belong to the objects. The process of providing information to a method when you call it is commonly referred to as *passing parameters* to the method.

Back to Question 8 (p. 2)

4.9 Answer 7

False. The process of causing a method to be executed is commonly referred to as **calling** or possibly **invoking** the method.

Back to Question 7 (p. 2)

4.10 Answer 6

That is accomplished through the use of something called *method parameters* .

Back to Question 6 (p. 2)

4.11 Answer 5

False. In addition to the standard methods that are already available, if you need a method to perform some function and there is no standard method already available to perform that function, you can write your own method.

Back to Question 5 (p. 2)

4.12 Answer 4

False. In the following statement, **println** is the name of a method. **sqRtPeas** is the name of a variable whose contents are being passed as a parameter to the **println** method.

```
System.out.println(sqRtPeas);
```

Back to Question 4 (p. 2)

4.13 Answer 3

False. The Java programming environment contains a large number of methods (*in the class libraries*) that are already available for you to use when you need them.

Back to Question 3 (p. 2)

4.14 Answer 2

True.

Back to Question 2 (p. 2)

4.15 Answer 1

True.

Back to Question 1 (p. 1)

5 Miscellaneous

This section contains a variety of miscellaneous information.

NOTE: Housekeeping material

- Module name: Jb0130r Review: A Gentle Introduction to Methods in Java
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