PLD Chapter 11 Test RETAKE

Indicate whether the statement is true or false.

1. The built-in `Exceptions` in a programming language can cover every condition that might be an `Exception` in your applications.
    a. True
    b. False

2. Any constructor you write must have the same name as the class it constructs, and it cannot have a return type.
    a. True
    b. False

3. You can create constructors for a class with or without parameters.
    a. True
    b. False

4. When using existing objects, you need to concentrate only on the interface to those objects, not on the internal instructions that make them work.
    a. True
    b. False

5. In object-oriented terminology, "default constructor" means a constructor with a single standard parameter.
    a. True
    b. False

Indicate the answer choice that best completes the statement or answers the question.

6. _____ are stored collections of classes that serve related purposes
    a. Destructors   b. Constructors
    c. Libraries   d. IDE

7. When you create a segment of code in which something might go wrong, you place the code in a _____ block.
    a. try   b. catch
    c. throw   d. hold

8. Object-oriented programs employ a more specific group of techniques for handling errors called _____.
    a. exception management   b. garbage collection
    c. exception handling   d. exception raising

9. By using _____, you can use reasonable, easy-to-remember names for methods and concentrate on their purpose rather than on memorizing different method names.
    a. polymorphism   b. relationships
    c. inference   d. inheritance

10. Classes that depend on field names from parent classes are said to be _____ because they are prone to errors.
    a. innovative   b. constructive
    c. fragile   d. robust

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11. The relationship created with composition is called a(n) _____ relationship.
  - a. is-a   b. has-a
  - c. with-a   d. child

12. The most common way to declare a destructor explicitly is to use an identifier that consists of _____.
  - a. a period followed by the class name
  - b. a colon followed by the class name
  - c. an exclamation mark followed by the class name
  - d. a tilde followed by the class name

13. In several languages, the visual development environment is known by the acronym _____.
  - a. IPE   b. IDE
  - c. ODI   d. XML

14. In traditional programming, probably the most often used error-handling outcome was to _____.
  - a. ignore the error
  - b. handle the error
  - c. terminate the program in which the offending statement occurred
  - d. ask the user for additional input

15. The capability to inherit from more than one class is called _____ inheritance.
  - a. multiple   b. poly
  - c. dual   d. branch

16. A method's name and a list of argument types together are its _____.
  - a. profile   b. header
  - c. interface   d. signature

17. In object-oriented terminology, the generic name used for errors is _____.
  - a. exceptions   b. undefined branches
  - c. bugs   d. interfaces

18. If a constructor requires arguments, it is a _____ constructor.
  - a. reliable   b. default
  - c. private   d. nondefault

19. Programmers sometimes refer to a situation in which nothing goes wrong as the _____ case.
  - a. cloudy day   b. rainbow day
  - c. sunny day   d. pessimistic

20. When you purchase or download a(n) _____ for an object-oriented programming language, it comes packaged with many predefined, built-in classes.
  - a. IDE   b. interpreter
  - c. sunny day case   d. compiler

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21. A(n) _____ in a class diagram indicates public access.
    a. diamond   b. exclamation point
    c. minus sign   d. plus sign

22. In some programming languages, such as C#, Visual Basic, and Java, every class you create is a child of one ultimate base class, often called the _____ class.
    a. `Mega`   b. `Object`
    c. `Ultimate`   d. `Top`

23. The entire list of parent classes from which a child class is derived constitutes the _____ of the subclass.
    a. children   b. subordinates
    c. derivatives   d. ancestors

24. If an exception is thrown, it is passed to a block of code that can _____, which means to receive it in a block that can handle the problem.
    a. try the exception   b. catch the exception
    c. raise the exception   d. hold the exception

25. Programmers use the phrase _____ to describe what happens when worthless or invalid input causes inaccurate or unrealistic results.
    a. GIGO   b. WIGO
    c. LIFO   d. GOGI

Match each term with a statement below.
a. exceptions
b. composition
c. abstract
d. `try` block
e. destructor
f. libraries
g. `catch` block
h. `protected` access specifier
i. `throw` statement
j. constructor

26. A method that has the same name as a class and that establishes an object

27. Contains the actions you require when an instance of a class is destroyed

28. When a class contains objects of another class

29. Used when you want no outside classes to be able to use a data field, except classes that are children of the original class

30. A class from which you cannot create any concrete objects, but from which you can inherit