

# Soal-Soal Java Fundamental

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## Contents

1	Alice	3
2	Section 2	8
3	Section 3	8
4	Section 4	8
5	Section 5	8
6	Section 6	8
7	Section 7	8

# 1 Alice

1. Alice 3 will periodically remind you to save your project. True or false?
  - (a) True
  - (b) False
2. From your Alice lessons, random numbers are set in the distance and duration arguments in a procedure. True or false?
  - (a) True
  - (b) False
3. In Alice, control statements are dragged into the Code editor. True or false?
  - (a) True
  - (b) False
4. In Alice, which function is used to move an object directly to the center point of another object?
  - (a) getDepth
  - (b) getDistance
  - (c) getDuration
  - (d) getObject
5. In Alice, when using the getDistanceTo function what menu option would you use to subtract a set value from the distance?
  - (a) Math
  - (b) Whole to decimal number
  - (c) Custom DecimalNumber
  - (d) Random
6. The Alice move procedure contains which arguments?
  - (a) Text
  - (b) Direction
  - (c) Object
  - (d) Amount
7. Which of the following procedures turns an object to face another object?

- (a) moveToward
  - (b) turnToFace )|(
  - (c) turn
  - (d) orientToUpright
8. An argument is a value that the procedure uses to complete its task. True or false?
- (a) True )|(
  - (b) False
9. Only acting objects have one-shot procedures. True or false?
- (a) True
  - (b) False )|(
10. From your Alice lessons, where on an object do an object's axes intersect?
- (a) At the object's bottom
  - (b) At the object's center point )|(
  - (c) At the object's chest
  - (d) At the object's head
11. From your Alice lessons, a flowchart could be created in a software program, or documented in a journal. True or false?
- (a) True )|(
  - (b) False
12. From your Alice lessons, what does inheritance mean?
- (a) Each subclass inherits the methods and properties of its superclass. )|(
  - (b) Each superclass inherits the methods and properties of its subclass.
  - (c) Each class inherits the methods and properties of all classes available in Alice.
  - (d) Each class has its own methods and properties that are non-transferable to any other class.
13. In Alice, objects inherit the characteristics of their:
- (a) Program

- (b) Project
  - (c) Code
  - (d) Class )|(
14. In Alice, a computer program requires functions to tell it how to perform the procedure. True or false?
- (a) True
  - (b) False )|(
15. In Alice, Do In Order and Do Together:
- (a) Are move statements
  - (b) Are control statements )|(
  - (c) Are complex statements
  - (d) None of the above
16. What Alice tool can be used to diagram the If conditional execution statement?
- (a) Cause and effect diagram
  - (b) Process flow diagram )|(
  - (c) Conditional flow diagram
17. A conditional loop is a loop that will continue forever. True or false?
- (a) True
  - (b) False )|(
18. From your Alice lessons, the If control structure can process one true and one false response. True or false
- (a) True )|(
  - (b) False
19. From your Alice lessons, a textual storyboard provides a detailed, ordered list of the actions each object performs in each scene of the animation. True or false?
- (a) True )|(
  - (b) False
20. Identify an example of an Alice expression.
- (a) "I feel happy."

- (b) If or Where
  - (c)  $3 \times 3 = 9$  )|(
  - (d) None of the above
21. In Alice, the vehicle property will associate one object to another. True or false?
- (a) True )|(
  - (b) False
22. In Alice, functions are dragged into the control statement, not the procedure. True or false?
- (a) True
  - (b) False )|(
23. Do In Order and Do Together are the only control statements available in Alice. True or false?
- (a) True
  - (b) False )|(
24. In Alice, when a new procedure is declared, its motions are coded in a separate tab. True or false?
- (a) True )|(
  - (b) False
25. In Alice, a person object inherits its procedures, functions, and properties from which of the following classes?
- (a) Object subclass
  - (b) Biped class )|(
  - (c) Quadruped class
  - (d) Person subclass )|(
26. From your Alice lessons, variables are fixed and cannot be changed. True or false?
- (a) True
  - (b) False )|(
27. Define the value of the variable LapCount based on the following math calculation:  $\text{LapCount} + 10 = 15$
- (a) 2

- (b) 4
  - (c) 5
  - (d) 15
  - (e) 10
28. A variable is a named location inside the computer's memory; once there, the information can be retrieved and changed. True or false?
- (a) True
  - (b) False
29. Which of the following does not describe variables?
- (a) A place in memory where data of a specific type can be stored for later retrieval and use.
  - (b) Has a unique name.
  - (c) Has a type associated with it.
  - (d) Arranged in rows and columns.
30. A typical application uses various values and these values continuously change while the program is running. True or false?
- (a) True
  - (b) False
31. Which of the following is a procedure to precisely position an Alice object?
- (a) Move
  - (b) Turn
  - (c) Roll
  - (d) MoveToward
  - (e) All of the above
32. All objects in Alice have three dimensional coordinates on which axes?
- (a) x
  - (b) y
  - (c) z
  - (d) w
  - (e) All of the above
33. From your Alice lessons, how do you add an instance to a scene in Alice?

- (a) Select the instance from your computer's network.
- (b) Write code that places the instance in the scene.
- (c) Select the class, then drag the object into the scene. )|(
- (d) Call the addObject method.

34. (a) True  
(b) False )|(

**2 Section 2**

**3 Section 3**

**4 Section 4**

**5 Section 5**

**6 Section 6**

**7 Section 7**