Exam Topics


II. Understanding Structure.

III. The Program Planning Process: Documentation and Design.

IV. Making Decisions.

V. Looping.

VI. Arrays.

VII. Modularization Techniques.

VIII. Control Breaks.
Sample Questions
1. With a selection structure, you perform an action or task, and then you perform the next action, in order.
   a. True
   b. False

2. When a variable is used as an argument in a method call, it cannot have the same identifier as the parameter in the method header.
   a. True
   b. False

3. Objects are made up of ____.
   a. attributes and methods
   b. fields and interfaces
   c. classes and modules
   d. instances and classes

4. In a database, the files often are called ______________ because you can arrange their contents in rows and columns.

5. Describe a graphical user interface. Explain the advantages of this type of interface over using the command line.