

1. Polymorphic object variables can hold

- A one type
- B more than more type
- C undeclared types
- D the declared type
- E subtypes (of the declared type)

2. When creating a subclass B from A, you need to add the following to the class header:

- A inherits A
- B super A
- C extends A
- D subclass A
- E subclass B

3. Consider the following:

A a;

B b;

where B is a subclass of A.

which if the following results in errors:

- A `a = b`
- B `b = a`
- C `b = (B) a`

4. Primitive types are also object types.

- A True
- B False

5. To use primitive types in collections, you use wrapper classes?

- A True
- B False

6. You have to explicitly use methods from the appropriate wrapper class to add and remove primitive types to a collection of primitives.

- A True
- B False