Which of the following correctly declares, allocates, and initializes an array?

A. int iArray[5] = {1, 2, 3, 4, 5};
B. short sArray[4] = new short[4];
C. char cArray = {'a', 'b', 'c', 'd'};
D. double dArray[] = new double [11.1, 22.2, 33.3];
E. String sArray[] = {"Java ", "Fortran", "C++"};

Which of the following correctly prints out the fourth element of iArray?

A. System.out.println(iArray[4]);
B. System.out.println(iArray[4]);
C. System.out.println((4) iArray);
D. System.out.println(iArray(4));
E. None of the above

Which of the following correctly increments all the elements of iArray?

A. for (int i=0; i < iArray.length(); i++) iArray[i]++;
B. for (int i=2; i < iArray.length; i++) iArray[i]++;
C. for (int i=0; i < iArray.length; i++) iArray[i]++;
D. iArray[0..iArray.length]++;
E. iArray++;
Which of the following correctly increments all the elements of \texttt{iArray}?

\begin{itemize}
  \item A. \texttt{for (int \texttt{i}=0; \texttt{i}<\texttt{iArray.length}; \texttt{i}++) \texttt{iArray[i]}++;}
  \item B. \texttt{for (int \texttt{i}=1; \texttt{i}<\texttt{iArray.length}; \texttt{i}++) \texttt{iArray[i]}++;}
  \item C. \texttt{for (int \texttt{i}=0; \texttt{i}<\texttt{iArray.length};) \texttt{iArray[\texttt{i++}]}++;}
  \item D. \texttt{iArray[0..\texttt{iArray.length}]}++;\texttt{\}}
  \item E. \texttt{iArray++};
\end{itemize}

Which are the correct values of \texttt{iArray} after running the code fragment below?

\texttt{// Code fragment}
\texttt{int iArray[]} = \{2, 3, 4, 5, 6\};
\texttt{myMethod(iArray);}  
\texttt{// Method definition}
\texttt{static void myMethod(int array[])} {
\texttt{  for (int \texttt{i}=1; \texttt{i}<array.length-1; \texttt{i}++)}
\texttt{    array[\texttt{i]} *= 2;}
\texttt{}}

\begin{itemize}
  \item A. 2, 3, 4, 5, 6
  \item B. 2, 6, 8, 10, 6
  \item C. 2, 6, 8, 10, 12
  \item D. 4, 6, 8, 10, 6
  \item E. None of the above
\end{itemize}

Select the best description for the following code which 'copies' one array to another:

\texttt{// Code fragment}
\texttt{char array0[]} = \{'a', 'b', 'c';
\texttt{char array1[] = new char[3];
\texttt{array1 = array0;}

\begin{itemize}
  \item A. Copies the contents of array0 to array1
  \item B. Copies the reference to array0 to array1
  \item C. Copies the name of array0 to array1
  \item D. Does not even compile!
\end{itemize}