



**SUBJECT CODE: 501**

**SUBJECT: Java Programming**

## Unit 1-Introduction to Java

1. Java programs are
  - A) Faster than others
  - B) Platform independent
  - C) Not reusable
  - D) Not scalableAns : B
  
2. Java has its origin in
  - A) C programming language
  - B) PERRL
  - C) COBOL
  - D) Oak programming languageAns : D
  
3. Which one of the following is true for Java
  - A) Java is object-oriented and interpreted
  - B) Java is efficient and faster than C
  - C) Java is the choice of everyone.
  - D) Java is not robust.Ans : A
  
4. The command javac is used to
  - A) debug a java program
  - B) compile a java program
  - C) interpret a java program
  - D) execute a java programAns : B



5. Java servlets are an efficient and powerful solution for creating ..... for the web.
- A) Dynamic content
  - B) Static content
  - C) Hardware
  - D) Both a and b

Ans : A

6. Filters were officially introduced in the Servlet ..... specification.
- A) 2.1
  - B) 2.3
  - C) 2.2
  - D) 2.4

Ans : B

7. Which is the root class of all AWT events
- A) java.awt.ActionEvent
  - B) java.awt.AWTEvent
  - C) java.awt.event.AWTEvent
  - D) java.awt.event.Event

Ans : B

8. OOP features are
- i) Increasing productivity ii) Reusability
  - iii) Decreasing maintenance cost iv) High vulnerability
- A) 1,2 & 4
  - B) 1,2 & 3
  - C) 1, 2 & 4
  - D) none of the above

Ans : B

9. break statement is used to
- i) get out of method ii) end a program
  - iii) get out of a loop iv) get out of the system
- A) 1 & 2
  - B) 1,2 & 3
  - C) 1 & 3
  - D) 3

Ans : D



10. Native-protocol pure Java converts ..... into the ..... used by DBMSs directly.

- A) JDBC calls, network protocol
- B) ODBC class, network protocol
- C) ODBC class, user call
- D) JDBC calls, user call

Ans : A

11. Java is a Successor to which programming language?

- A) B
- B) C
- C) C++
- D) D

Ans :C

12. Who invented Java language?

- A) Dennis Ritchie
- B) James Gosling
- C) Larry Page
- D) Serge Page

Ans :B

13. What is the original name of Java Programming language?

- A) J++
- B) C++
- C) OAK
- D) TEAK

Ans :C

14. Which laboratory was Java invented or developed in?

- A) Bell Laboratory
- B) Sun Microsystems
- C) Dennis Ritchie Office
- D) Johnson and Johnson

Ans :B

15. The name "JAVA" is known to the world as?

- A) A Tea Brand in India
- B) A Coffee Brand in Africa
- C) An Island in Indonesia
- D) Ragi Malt Juice

Ans :C



16. Java language was originally developed for operating?

- A) TV
- B) TV Set-top box
- C) Embedded System equipment
- D) All the above

Ans :D

17. What type of Java Programs can be run inside a Java supported Web Browser?

- A) Stand alone
- B) Struts
- C) Applets
- D) AWT

Ans :C

18. Whic company owns Java at present?

- A) IBM
- B) Microsoft
- C) Sun Microsystems
- D) Oracle

Ans :D

19. What was the reason for huge initial success of Java?

- A) WWW (World Wide Web)
- B) Smart TV Evolution
- C) Smart Home Automation
- D) None of the above

Ans :A

20. What is the advantage of EXE files?

- A) Run Faster
- B) Efficient
- C) No separate program required to run
- D) All the above

Ans :D

21. Computer Viruses and Trojans are often transmitted along with which files?

- A) JPG files
- B) TXT files
- C) EXE files
- D) .ICO files

Ans :C



22. What is the problem with generation Executable Software (EXE files)?

- A) Run only on Windows machines.
- B) Linux and Unix expect a different executable format than .EXE
- C) Compiler for each machine type like Linux, Unix, Windows and Processor Type needs to be built for generating output files that can run.
- D) All the above.

Ans :D

23. What is an Interpreter?

- A) An interpreter converts instructions line by line
- B) An Interpreter converts source code to low-level code
- C) Interpreters are slow to execute
- D) All the above

Ans :D

24. What is a Compiler?

- A) A Compiler converts all instructions in one go.
- B) A compiler converts source code to low-level code
- C) Compilers work fast
- D) All the above

Ans :D

25. What is the file name extension of a Java source program?

- A) .j
- B) .ja
- C) .java
- D) .jax

Ans :C

26. Choose a correct statement about Java source files.

- A) Java files are human readable
- B) Java files contain Classes with Methods and Variables
- C) Import statements import library Classes into our class
- D) All the above

Ans :D

27. What is the output of Compilation of Java Program?

- A) .class file
- B) .cla file
- C) .jc file
- D) .javax file

Ans :A



28. Byte code is the result of?

- A) Compiling a Java file
- B) Compiling a Class file
- C) Interpreting a Java File
- D) Interpreting a Class file

Ans :A

29. What software compiles a Java Program?

- A) JRE (Java Runtime Environment)
- B) JDK (Java Developer Kit)
- C) JVM (Java Virtual Machine)
- D) Command Prompt

Ans :B

30. What software runs a Java program on a computer?

- A) JRE (Java Runtime Environment)
- B) JDK (Java Developer Kit)
- C) Command Prompt
- D) None of the above

Ans : A

31. A SWITCH case statement in Java is a \_\_\_ control statement.

- A) Iteration
- B) Loop
- C) Selection
- D) Jump

Ans :C

32. Which is the alternative to SWITCH in Java language?

- A) break, continue
- B) for, while
- C) if, else
- D) goto, exit

Ans :C

33. What are the keywords used to implement a SWITCH case in Java language?

- A) switch, case
- B) default
- C) break
- D) All

Ans :D



34. What are the parts of a SWITCH in java?

- A) switch input condition
- B) case constants
- C) case statements
- D) All

Ans :D

35. A SWITCH statement accepts \_\_\_ type of data as input.

- A) byte
- B) short
- C) int
- D) All

Ans :D

36. A switch statement in Java accepts \_\_\_ as input data.

- A) enum
- B) String
- C) enum and String
- D) long

Ans :C

37. Choose the correct syntax of SWITCH statement in Java below.

A)  
switch(input)  
{  
  case constant1: //statements; break;  
  case constant2: //statements; break;  
  default: //statements;  
};

B)  
switch(input)  
{  
  case constant1: //statements; break;  
  case constant2: //statements; break;  
  default: //statements;  
}

C)  
switch(input)  
{  
  case constant1: //statements; break;  
  case constant2: //statements; break;  
  default case: //statements;  
};



```
D)
switch(input)
{
  case constant1: //statements; break;
  case constant2: //statements; break;
  default case: //statements;
}
Ans :B
```

38. Which version of Java did start supporting String as the input data type of a SWITCH?

- A) JDK 5
  - B) JDK 6
  - C) JDK 7
  - D) JDK 8
- Ans :C

39. What is the output of Java program with SWITCH below?

```
int a=10;
switch(a)
{
  case 10: System.out.println("TEN");
}
A) No output
B) TEN
C) Compiler error as there is no BREAK.
D) None
Ans :B
```

40. What is the output of the Java program below?

```
int b=20;
switch(b)
{
  default: System.out.println("LION");
}
A) No output
B) LION
C) Compiler error as there are no CASE statements.
D) None
Ans :B
```





41. What is the output of the Java program below?

```
String animal = "GOAT";  
switch(animal)  
{  
    break: System.out.println("DOMESTIC");  
}
```

- A) No output
- B) GOAT
- C) DOMESTIC
- D) Compiler error

Ans :D

42. What is the output of the Java program below?

```
String college = "OXFORD";  
switch("STANFORD")  
{  
    case college: System.out.println("EXAM TIME"); break;  
    default: System.out.println("UNKNOWN");  
}
```

- A) EXAM TIME
- B) UNKNOWN
- C) STANFORD
- D) Compiler error

Ans :D

43. What is the output of Java program with SWITCH?

```
int num=20;  
switch(num)  
{  
    case 10: System.out.println("TEN"); break;  
    case 20: System.out.println("TWENTY"); break;  
    case 30: System.out.println("THIRTY");  
}
```

- A) TEN
- B) TWENTY
- C) THIRTY
- D) TEN TWENTY

Ans :B



44. What is the output of Java program below?

```
int num=40;
switch(num)
{
case 5: System.out.println("FIVE"); break;
case 35+5: System.out.println("FORTY"); break;
case 20+30: System.out.println("FIFTY");
}
```

- A) FIVE
- B) FORTY
- C) FIFTY
- D) Compiler error

Ans :B

45. What is the output of the below Java program?

```
int persons = 45;
int random = 45;
switch(random)
{
case persons: System.out.print("CRICKET ");
default: System.out.println("RUGBY");
}
```

- A) CRICKET
- B) CRICKET RUGBY
- C) RUGBY
- D) Compiler error

Ans :D

46. What is the output of the below Java program?

```
switch(15)
{
case 5*2: System.out.println("TEN");break;
case 5*4-5: System.out.println("FIFTEEN");break;
case 60/4+5: System.out.println("TWENTY");
}
```

- A) TEN
- B) FIFTEEN
- C) TWENTY
- D) Compiler error

Ans :B



47. A SWITCH fall through occurs in Java only in the absence of \_\_\_.

- A) case keyword
- B) break keyword
- C) default keyword
- D) None

Ans :B

48. What is the purpose of designing a SWITCH logic with a fall-through in Java?

- A) To define ranges.
- B) To define additions
- C) To improve switch block performance
- D) None

Ans :A

49. Does the following Java code-snippet compile?

```
switch(45)
{
  case 10: ;
}
```

- A) NO
- B) YES
- C) -
- D) -

Ans :B

50. What is the output of the below Java program with a SWITCH statement?

```
int points=6;
switch(points)
{
  case 6: ;
  case 7: System.out.println("PASS");break;
  case 8: ;
  case 9: System.out.println("Excellent");break;
  case 10: System.out.println("Outstanding"); break;
  default: System.out.println("FAIL");
}
```

- A) PASS
- B) Excellent
- C) Outstanding
- D) FAIL

Ans :A



## Unit 2- Classes and Objects

1) Java is a \_\_\_ programming language.

- A) Functional
- B) Object-Oriented
- C) Theoretical
- D) All the above

Ans :B

2) In Java programming language, the code is placed inside \_\_\_.

- A) Classes, Interfaces
- B) Methods
- C) Blocks
- D) All the above

Ans :D

3) Properties are implemented using \_\_\_ in Java.

- A) Methods
- B) Variables
- C) Interfaces
- D) All the above

Ans :B

4) A Class in Java is like a \_\_\_\_.

- A) Prototype
- B) Instruction Sheet
- C) Blueprint
- D) All the above

Ans :D

5) Which is the file extension used for a public Java class source code?

- A) .j
- B) .class
- C) .java
- D) None

Ans :C



6) Which is the file extension used for a compiled Java class file?

- A) .j
- B) .java
- C) .class
- D) .cls

Ans :C

7) State TRUE or FALSE.

The source-code of An Abstract-Class or Interface is kept inside a .java file.

- A) FALSE
- B) TRUE
- C) -
- D) -

Ans :B

8) After compilation, an Interface or Abstract-Class is kept in a \_\_\_ file in Java programming.

- A) .java
- B) .cls
- C) .class
- D) .interface

Ans :C

9) State TRUE or FALSE. In Java, a public class or abstract-class or interface must be kept in a separate .java file.

- A) FALSE
- B) TRUE
- C) -
- D) -

Ans :B

10) In a .java file, how many numbers of public types namely class, interface or abstract can be managed?

- A) 1
- B) 2
- C) 3
- D) Any number

Ans :A

11) In Java, the keyword used to declare a class is \_\_\_.

- A) Class
- B) Java
- C) class
- D) java

Ans :C



12) A Java class can contain\_\_.

- A) Variables
- B) Methods, Constructors
- C) Inner Classes (A class inside another class)
- D) All the above

Ans :D

13) How many maximum numbers of objects can be created from a single Class in Java?

- A) 32
- B) 64
- C) 256
- D) None

Ans :D

14) Creating an object from a class is also called \_\_\_\_.

- A) Initializing
- B) Instantiating
- C) Interfacing
- D) None of the above

Ans :B

15) The keyword used to create a new object in Java is \_\_\_\_.

- A) class
- B) java
- C) new
- D) create

Ans :C

16) Choose the correct statements about choosing a name for a class in Java.

- A) The class name can start with only a letter or underscore or dollar sign.
- B) The class name can contain numbers
- C) The class name can not start with a number
- D) All the above

Ans :D

17) An object is created at \_\_ time in Java.

- A) Compile-time
- B) Run time
- C) Assembling time
- D) None of the above

Ans :B



18) Choose the correct statement about Java main method.

- A) The main method is not a required method
- B) The main method must be declared public static void.
- C) you can define program flow using the main method. The Java virtual machine calls the main method directly.
- D) All the above

Ans :D

19) Choose the correct syntax for declaring a Java class below.

- A)  
class CLASSNAME  
{  
  
}  
B)  
CLASSNAME class  
{  
  
}  
C)  
class CLASSNAME;  
{  
  
}  
D)  
Class CLASSNAME  
{  
  
}

Ans :A

20) Choose the correct way of creating an object of the below class.

```
class Table  
{  
    Table(){System.out.println("Table Created");}  
}
```

- A)  
Table t = new Table;
- B)  
Table t = new Table();
- C)  
Table() t = new Table();
- D) None of the above

Ans :B



21) What is the output of the below Java program with two classes?

```
//Testing1.java
public class Example
{
}
public class Testing1
{
    public static void main(String[] args)
    {
        System.out.println("Hello Boss.!");
    }
}
```

- A) Hello Boss.!
- B) No Output
- C) Compiler error
- D) None of the above

Ans :C

22) What is the output of the below Java program?

```
//bingo.java file
public class Hello
{
    public static void main(String[] args)
    {
        System.out.println("BINGO");
    }
}
```

- A) bingo
- B) BINGO
- C) Compiler error
- D) None

Ans :C

23) State TRUE or FALSE.

A Java class provides encapsulation.

- A) TRUE
- B) FALSE
- C) -
- D) -

Ans :A





24) What is the output of the below java class?

```
class Fox
{
    int legs = 2;
}
class Testing2
{
    public static void main(String[] args)
    {
        Fox t1 = new Fox();
        System.out.println("T1 before: " + t1.legs);
        t1.legs = 4;
        System.out.println("T1 After: " + t1.legs);
    }
}
```

- A)  
T1 before: 4  
T1 After: 4
  - B)  
T1 before: 2  
T1 After: 2
  - C)  
T1 before: 2  
T1 After: 4
  - D) Compiler error
- Ans :C

25) The value of one primitive variable is assigned to another primitive variable by \_\_\_ in Java.

- A) Pass by value
  - B) Pass by reference
  - C) -
  - D) -
- Ans :A

26) A primitive variable is passed from one method to another method by \_\_\_ in Java.

- A) Pass by value
  - B) Pass by reference
  - C) -
  - D) -
- Ans :A



27) An object or primitive value that is passed from one method to another method is called \_\_\_ in Java. (Argument / Parameter)

- A) Argument
- B) Parameter
- C) -
- D) -

Ans :B

28) An object or a primitive value that is received in a method from another method is called \_\_\_ in Java. (Argument / Parameter)

- A) Argument
- B) Parameter
- C) -
- D) -

Ans :A

29) What is the output of the below Java program that passes an object to another method?

```
class Food
{
    int items;
    int show()
    {return items;}
}
```

```
class Testing9
{
    public static void main(String[] args)
    {
        Food f = new Food();
        f.items = 5;
        System.out.println("Items Before = " + f.show());
        change(f);
        System.out.println("Items After = " + f.show());
    }
    static void change(Food foo)
    { foo.items = 10; }
}
```

- A) Items Before = 10  
Items After = 10
- B) Items Before = 5  
Items After = 5



- C)  
Items Before = 5  
Items After = 10  
D)  
Items Before = 10  
Items After = 5  
Ans :C

30) What is the output of the below Java program that passes primitive values?

```
class Testing10
{
    int rats = 5;

    public static void main(String[] args)
    {
        Testing10 t1 = new Testing10();
        System.out.println("Rats Before = " + t1.rats);
        modify(t1.rats);
        System.out.println("Rats After = " + t1.rats);
    }
    static void modify(int r)
    { r = 20; }
}
```

- A)  
Rats Before = 5  
Rats After = 5  
B)  
Rats Before = 20  
Rats After = 20  
C)  
Rats Before = 5  
Rats After = 20  
D)  
Rats Before = 20  
Rats After = 5  
Ans :A

31) Java object assignment happens by \_\_\_\_.

- A) Pass by Value  
B) Pass by Reference  
C) -  
D) -  
Ans :B



32) Java object passing from one method to another method happens by \_\_\_.

- A) Pass by Value
- B) Pass by Reference
- C) -
- D) -

Ans :B

33) In Java Pass by reference \_\_\_ is passed even if you are passing a reference to an object.

- A) Address value
- B) Variable value
- C) Hash code
- D) None of the above

Ans :A

34) A Java reference is comparable to \_\_\_ in C language.

- A) Enum
- B) Structure
- C) Pointer
- D) None

Ans :C

35) \_\_\_ is the superclass to all Java classes either user-defined or built-in.

- A) Class
- B) Object
- C) Superclass
- D) Null

Ans :B

36) State TRUE or FALSE. Java objects have built-in methods to handle threads.

- A) TRUE
- B) FALSE
- C) -
- D) -

Ans :A

37) State TRUE or FALSE.

Java Object's hashCode() method is mainly used with Collection objects.

- A) TRUE
- B) FALSE
- C) -
- D) -

Ans :A



38) What is the output of the below Java program using toString() method?

```
class College
{
    public String toString()
    { return "College Object"; }
}
class Testing18
{
    public static void main(String[] args)
    {
        College col = new College();
        System.out.println("Printing Object=" + col);
    }
}
```

- A) Printing Object=
- B) Printing Object=null
- C) Printing Object=College Object
- D) Compiler error

Ans :C

39) What is the output of the below Java program?

```
class Cricket
{ int runs; }

class Testing19
{
    public static void main(String[] args)
    {
        Cricket c1 = new Cricket();
        c1.runs = 250;
        Cricket c2;
        c2 = c1;
        c2.runs = 300;
        System.out.println("Runs= " + c1.runs);
    }
}
```

- A) Runs= 0
- B) Runs= 250
- C) Runs= 300
- D) Compiler error

Ans :C



40) What is the output of the below Java program?

```
class Wordpress
{ int posts; }
class Testing20
{
    public static void main(String[] args)
    {
        Wordpress wp1 = new Wordpress();
        wp1.posts = 25;
        Wordpress wp2 = wp1;
        wp1 = null;
        System.out.println("Posts=" + wp2.posts);
    }
}
```

- A) Posts=25
  - B) Posts=0
  - C) Posts=null
  - D) Runtime exception occurs
- Ans :A

41) A Java constructor is like a method without \_\_\_.

- A) statements
- B) return type
- C) argument list
- D) None

Ans :B

42) The name of a constructor and the name of a class are \_\_\_.

- A) Same
- B) Different
- C) -
- D) -

Ans :A

43) The placement of a constructor inside a class should be \_\_\_.

- A) Always at the beginning of class
- B) Always at the end of class
- C) Anywhere in the class
- D) None

Ans :C



44) The purpose of a Java constructor is \_\_\_.

- A) Initialization of variables with passed data
- B) Writing custom code
- C) Accepting other objects as inputs
- D) All the above

Ans :D

45) Memory is allocated to an object once the execution of \_\_\_ is over in Java language.

- A) main method
- B) constructor
- C) destructor
- D) None

Ans :B

46) What is the output of the below Java program?

```
public class TestingConstructor
{
    void TestingConstructor()
    {
        System.out.println("Amsterdam");
    }

    TestingConstructor()
    {
        System.out.println("Antarctica");
    }

    public static void main(String[] args)
    {
        TestingConstructor tc = new TestingConstructor();
    }
}
```

- A) Antarctica
- B) Amsterdam
- C) No output
- D) Compiler error

Ans :A



47) In Java, a constructor with no parameters or no arguments is called \_\_\_ constructor.

- A) Default constructor
- B) User-defined constructor
- C) -
- D) -

Ans :A

48) In Java, a constructor with one or more arguments or parameters is called a \_\_\_ constructor.

- A) Default constructor
- B) User-defined constructor or Non-default constructor
- C) -
- D) -

Ans :B

49) The compiler adds a default no-argument constructor to a class if it \_\_\_.

- A) does not define a constructor at all.
- B) defines at least one constructor with arguments
- C) -
- D) -

Ans :A

50) Overloading of constructors in Java means adding more than \_\_\_ constructors with the different argument list.

- A) 1
- B) 2
- C) 3
- D) 8

Ans :A



## Unit 3- Collection

1. Which of these standard collection classes implement a dynamic array?

- A) analyst
- B) LinkedList
- C) ArrayList
- D) AbstractSet

Answer: C

2. Which of these classes can generate an array that can automatically increase and decrease in size?

- A) aralist ()
- B) DynamicList ()
- C) LinkedList ()
- D) maloclist ()

Answer: A

3. Which of these methods can be used to manually increase the capability of an ArrayList object?

- A) capacity ()
- B) Increased capacity ()
- C) superiority ()
- D) Assurance ()

Answer: D

4. Which method of the ArrayList class is used to obtain the current shape of an object?

- a) size ()
- B) length ()
- C) index ()
- D) Capacity ()

Answer: A

5. Which of these methods can be used to obtain a static array from an ArrayList object?

- a) array ()
- B) covertray ()
- C) toArray ()
- D) CoverAtray ()

Answer: C



6. Which method is used to reduce the capacity of an ArrayList object?

- A) Trim ()
- B) trimsize ()
- C) trimToSize ()
- D) trimto ()

Answer: D

7. Implements a map collection interface?

- A) true
- B) false

Answer: B

8. Which of the following maps does not implement the interface?

- A) Hashup
- B) Hashtable
- C) EnumMap
- d) vector

Answer: D

9. What is the basis of equality for IdentityHashMap?

- A) context similarity
- B) Name similarity
- C) Hashcode equality
- D) Length equality

Answer: A

10. What happens if we keep an important item in Hashup?

- a) The new item replaces the old
- b) new item has been discarded
- c) The old object is removed from the map
- D) It throws an exception because the key is already present in the map

Answer: A

11. Hashmap is an ordered collection.

- A) true
- B) false

Answer: B



12. What happens if two threads use the same hashmap at the same time?

- A) concurrent prohibition
- B) NullPointerException
- c) ClassNotFoundException
- d) RuntimeException

Answer: A

13. How to synchronize Hashmap externally?

- a) hashp.synchronize (hashp a);
- B) HashPap A = new HashPap (); a.synchronize ();
- c) Collections. synchronizedMap (new HashMap <string, string> ());
- D) Collections.synchronize (new HashPap <String, String> ());

Answer: C

14. How can we remove an object from ArrayList?

- a) remove () method
- b) Using Iterator
- C) using the remove () method and Iterator
- D) delete () method

Answer: C

15. How to remove duplicate from list?

- A) HashSet <String> listTotSet = new HashSet <String> (duplist);
- b) HashSet <string> listToSet = duplicateSt.ToSet ();
- c) HashSet <string> listToSet = Collections.convertToSet (duplicatelist);
- d) HashSet <string> listToSet = dupylist.getSet ();

Answer: A

16. How to sort ArrayList elements?

- a) collection.sort (listObge);
- B) collection.sort (listObge);
- C) ListObz.Ort ();
- D) Sorter.sortars (listOBJ);

Answer: B

17. What is the result of a program when two threads use the same ArrayList object?

- A) Both are able to reach the object
- B) ConcurrentModificationException is thrown
- c) One thread is able to access the object and the other thread gets a Null Pointer exception
- d) One thread is able to access the object and another thread will wait until control is passed to another.

Answer: B



18. Whic company owns Java at present?

- A) IBM
- B) Microsoft
- C) Sun Microsystems
- D) Oracle

Ans :D

19. What was the reason for huge initial success of Java?

- A) WWW (World Wide Web)
- B) Smart TV Evolution
- C) Smart Home Automation
- D) None of the above

Ans :A

20. What is the advantage of EXE files?

- A) Run Faster
- B) Efficient
- C) No separate program required to run
- D) All the above

Ans :D

21. What is the range of small data types in Java?

- a) -128 to 127
- b) -32768 to 32767
- c) -2147483648 to 2147483647
- d) none of the mentioned

Answer: B

22. What is the range of byte data type in Java?

- a) -128 to 127
- b) -32768 to 32767
- c) -2147483648 to 2147483647
- d) none of the mentioned

Answer: A

23. Which of the following are the legal lines of Java code?

- 1. int w = (int) 888.8;
  - 2. byte x = (byte) 100L;
  - 3. long y = (byte) 100;
  - 4. byte z = (byte) 100L;
- a) 1 and 2
  - b) 2 and 3
  - c) 3 and 4
  - d) All statements are true



Answer: D

24. An expression related to byte, int, and literal numbers is promoted to which of the following?

- a) int
- B) long
- c) byte
- D) float

Answer: A

25. Which of these literal floats can be contained in a data type variable?

- a) -1.7e + 308
- b) -3.4e + 038
- c) + 1.7e + 308
- d) -3.4e + 050

Answer: B

26. Which data type value is returned by all transit math functions?

- a) int
- B) float
- C) double
- D) long

Answer: C

27. What will be the output of the following Java code?

```
Class average {  
public static void main (String [] args[])  
{  
Double number [] = {5.5, 10.1, 11, 12.8, 56.9, 2.5};  
Double result;  
Result = 0;  
for (int i = 0; i <6; ++ i)  
result = result + number [i];  
System.out.print (result / 6);  
}  
}
```

- a) 16.34
- b) 16.566666644
- c) 16.46666666666667
- d) 16.466666666666666

View answer

Answer: C



28. What will be the output of the following Java statement?

```
Class output {  
public static void main (String [] args[])  
{  
Double A, B, C;  
a = 3.0 / 0;  
B = 0 / 4.0;  
c = 0 / 0.0;  
Println (one);  
Println (b);  
Println (c);  
}  
}
```

- A) Infinity
- b) 0.0
- c) NaN
- D) All of the mentioned \ \_

Answer: D

29. What will be the output of the following Java code?

```
Class growth {  
public static void main (String [] args[])  
{  
int g = 3;  
System.out.print (++ g * 8);  
}  
}
```

- a) 25
- b) 24
- c) 32
- d) 33

Answer: C

30. What will be the output of the following Java code?

```
Square area {  
public static void main (String [] args[])  
{  
Double r, p, a;  
R = 9.8;  
pi = 3.14;  
A = p * r * r;  
Println (one);  
}  
}
```



- a) 301.5656
- b) 301
- c) 301.56
- d) 301.56560000

Answer: A

31. What is the numeric range of four data types in Java?

- a) -128 to 127
- b) 0 to 256
- c) 0 to 32767
- d) 0 to 65535

Answer: D

32. Which coding type is used for data type characters in Java?

- a) ASCII
- B) ISO-Latin-1
- C) UNICODE
- d) none of the mentioned

Answer: C

33. Which of these values can a Boolean variable contain?

- A) right and wrong
- B) 0 and 1
- c) any integer value
- d) true

Answer: A

34. Which of the following occupies the first 0 to 127 in the Unicode character set used for characters in Java?

- a) ASCII
- B) ISO-Latin-1
- c) none of the mentioned
- d) ASCII and ISO-LATIN1

Answer: D

35. Which is a valid Boolean declaration?) Boolean b1 = 1;

- B) boolean b2 = ool wrong ';
- C) boolean b3 = false;
- d) Boolean b4 = 'true'

Answer: C



36) State TRUE of FALSE. Java objects have built-in methods to handle threads.

- A) TRUE
  - B) FALSE
  - C) -
  - D) -
- Ans :A

37) State TRUE or FALSE.

Java Object's hashCode() method is mainly used with Collection objects.

- A) TRUE
  - B) FALSE
  - C) -
  - D) -
- Ans :A

38) What is the output of the below Java program using toString() method?

```
class College
{
    public String toString()
    { return "College Object"; }
}
class Testing18
{
    public static void main(String[] args)
    {
        College col = new College();
        System.out.println("Printing Object=" + col);
    }
}
```

- A) Printing Object=
  - B) Printing Object=null
  - C) Printing Object=College Object
  - D) Compiler error
- Ans :C

39) What is the output of the below Java program?

```
class Cricket
{ int runs; }

class Testing19
{
    public static void main(String[] args)
```





```
{  
    Cricket c1 = new Cricket();  
    c1.runs = 250;  
    Cricket c2;  
    c2 = c1;  
    c2.runs = 300;  
    System.out.println("Runs= " + c1.runs);  
}  
}
```

- A) Runs= 0
  - B) Runs= 250
  - C) Runs= 300
  - D) Compiler error
- Ans :C

40) What is the output of the below Java program?

```
class Wordpress  
{ int posts; }  
class Testing20  
{  
    public static void main(String[] args)  
    {  
        Wordpress wp1 = new Wordpress();  
        wp1.posts = 25;  
        Wordpress wp2 = wp1;  
        wp1 = null;  
        System.out.println("Posts=" + wp2.posts);  
    }  
}
```

- A) Posts=25
  - B) Posts=0
  - C) Posts=null
  - D) Runtime exception occurs
- Ans :A

41) A Java constructor is like a method without \_\_\_\_.

- A) statements
  - B) return type
  - C) argument list
  - D) None
- Ans :B

42) The name of a constructor and the name of a class are \_\_\_\_.



- A) Same
- B) Different
- C) -
- D) -

Ans :A

43) The placement of a constructor inside a class should be \_\_\_.

- A) Always at the beginning of class
- B) Always at the end of class
- C) Anywhere in the class
- D) None

Ans :C

44) The purpose of a Java constructor is \_\_\_.

- A) Initialization of variables with passed data
- B) Writing custom code
- C) Accepting other objects as inputs
- D) All the above

Ans :D

45) Memory is allocated to an object once the execution of \_\_\_ is over in Java language.

- A) main method
- B) constructor
- C) destructor
- D) None

Ans :B

46) What is the output of the below Java program?

```
public class TestingConstructor
{
    void TestingConstructor()
    {
        System.out.println("Amsterdam");
    }

    TestingConstructor()
    {
        System.out.println("Antarctica");
    }

    public static void main(String[] args)
    {
        TestingConstructor tc = new TestingConstructor();
    }
}
```

- A) Antarctica



- B) Amsterdam
  - C) No output
  - D) Compiler error
- Ans :A

47) In Java, a constructor with no parameters or no arguments is called \_\_\_ constructor.

- A) Default constructor
- B) User-defined constructor
- C) -
- D) -

Ans :A

48) In Java, a constructor with one or more arguments or parameters is called a \_\_\_ constructor.

- A) Default constructor
- B) User-defined constructor or Non-default constructor
- C) -
- D) -

Ans :B

49) The compiler adds a default no-argument constructor to a class if it \_\_\_.

- A) does not define a constructor at all.
- B) defines at least one constructor with arguments
- C) -
- D) -

Ans :A

50. What is the output of the Java program below?

```
String animal = "GOAT";  
switch(animal)  
{  
    break: System.out.println("DOMESTIC");  
}
```

- A) No output
- B) GOAT
- C) DOMESTIC
- D) Compiler error

Ans :D



## Unit 4- File and Exception Handling

1. Which of the following are the most common run-time errors in Java programming.

- i) Missing semicolons
- ii) Dividing an integer by zero
- iii) Converting invalid string to number
- iv) Bad reference of objects

- A) i and ii only
- B) ii and iii only
- C) iii and iv only
- D) i and iv only

Ans : B

2. Which of the following are the most common compile time errors in Java programming.

- i) Missing semicolons
- ii) Use of undeclared variables
- iii) Attempting to use a negative size for an array
- iv) Bad reference of objects

- A) i, ii and iii only
- B) ii, iii and iv only
- C) i, ii and iv only
- D) All i, ii, iii and iv

Ans : C

3. The unexpected situations that may occur during program execution are

- i) Running out of memory
- ii) Resource allocation errors
- iii) Inability to find a file
- iv) Problems in network

- A) i, ii and iii only
- B) ii, iii and iv only
- C) i, ii and iv only
- D) All i, ii, iii and iv

Ans : D

4. The class at the top of the exception classes hierarchy is called .....

- A) throwable
- B) catchable
- C) hierarchical
- D) ArrayIndexOutOfBounds



Ans : A

5. .... exception is thrown when an exceptional arithmetic condition has occurred.

- A) Numerical
- B) Arithmetic
- C) Mathematical
- D) All of the above

Ans : B

6. .... exception is caused when an applet tries to perform an action not allowed by the browser's security setting.

- A) Throwable
- B) Restricted
- C) Security
- D) ArrayIndexOutOfBounds

Ans : C

7. .... exception is thrown when an attempt is made to access an array element beyond the index of the array.

- A) Throwable
- B) Restricted
- C) Security
- D) ArrayIndexOutOfBounds

Ans : D

8. You can implement exception-handling in your program by using which of the following keywords.

- i) Try                      ii) NestTry                      iii) Catch                      iv) Finally
- A) i, ii and iii only
- B) ii, iii and iv only
- C) i, iii and iv only
- D) All i, ii, iii and iv

Ans : C

9. When a ..... block is defined, this is guaranteed to execute, regardless of whether or not in exception is thrown.

- A) throw
- B) catch
- C) finally
- D) try

Ans : C



10. The ..... statement is passed a single parameter, which is reference to the exception object thrown.

- A) throw
- B) catch
- C) finally
- D) try

Ans : B

11. Every try statement should be followed by at least one catch statement; otherwise ..... will occur.

- A) no execution
- B) null
- C) zero
- D) compilation error

Ans : D

12. If an exception occurs within the ..... block, the appropriate exception-handler that is associated with the try block handles the exception.

- A) throw
- B) catch
- C) finally
- D) try

Ans : D

13) Exception classes are available in the .....package.

- A) java.lang
- B) java.awt
- C) java.io
- D) java.applet

Ans : A

14. .... is caused by general I/O failures, such as inability to read from file.

- A) I/O failure
- B) I/O exception
- C) I/O inability
- D) I/O distortion

Ans : B



15. Consider the following try..... catch block:

```
class TryCatch
{
public static void main(String args[ ])
{
try
{
double x=0.0;
throw(new Exception("Thrown"));
return;
}
catch(Exception e)
{
System.out.println("Exception caught");
return;
}
finally
{
System.out.println("finally");
}
}
}
```

What will be the output.

- A) Exception caught
- B) Exception caught finally
- C) finally
- D) Thrown

Ans : B

16. Consider the following code snippet:

```
.....
.....
try {
int x=0;
int y=50/x;
System.out.println("Division by zero");
}
```



```
catch(ArithmeticException e) {  
System.out.println("catch block");  
}
```

.....  
.....

What will be the output?

- A) Error
- B) Division by zero
- C) Catch block
- D) Division by zero Catch block

Ans : C

17. State whether the following statements are True or False.

- i) A catch can have comma-separated multiple arguments.
- ii) Throwing an Exception always causes program termination.

- A) True, False
- B) False, True
- C) True, True
- D) False, False

Ans : D

18. Java uses a keyword ..... to preface a block of code that is likely to cause an error condition and 'throw' an exception.

- A) throw
- B) catch
- C) finally
- D) try

Ans : D

19. When an exception in a try block is generated, the Java treats the multiple ..... statements like cases in switch statement.

- A) throw
- B) catch
- C) finally
- D) try

Ans : B

20. The ..... statement can be used to handle an exception that is not caught by any of the previous catch statement.

- A) throw
- B) catch
- C) finally
- D) try





Ans : C

21. .... is one of the cornerstones of object-oriented programming because it allows the creation of hierarchical classifications.

- A) Mutual Exclusion
- B) Inheritance
- C) Package
- D) Interface

Ans : B

22. .... helps to extend the functionality of an existing by adding more methods to the subclass.

- A) Mutual Exclusion
- B) Inheritance
- C) Package
- D) Interface

Ans : B

23. The variables, methods, and inner classes that are declared ..... are accessible to the sub-classes of the class in which they are declared.

- A) private
- B) public
- C) protected
- D) friend

Ans : C

24. State whether the following statements about the advantages of organizing classes into packages are True or False.

- i) Two classes in two different packages can not have the same name.
- ii) The classes contained in the packages of other programs can be easily reused.

- A) True, False
- B) False, True
- C) True, True
- D) False, False

Ans :B

25. .... package in java contents language utility classes such as vectors, hash tables, random numbers date etc.

- A) java.util
- B) java.awt
- C) java.net
- D) java.lang

Ans :A



26. .... package in java contents set of classes for implementing graphical user interface, which includes classes for windows, buttons, lists, menus and so on.

- A) java.util
- B) java.awt
- C) java.net
- D) java.lang

Ans :B

27. State whether the following statements are True or False.

- i) When present, package must be the first non-comment statement in the file.
- ii) When we implement an interface method, it should be declared as public.

- A) True, False
- B) False, True
- C) True, True
- D) False, False

Ans :C

28. Which keyword can protect a class in a package from accessibility by the classes outside the package?

- i) private
  - ii) protected
  - iii) final
- A) i only
  - B) ii only
  - C) iii only
  - D) None of the above

Ans :D

29. A package is a collection of

- A) Classes
- B) interfaces
- C) editing tools
- D) classes and interfaces

Ans :D

30. Package P1 contains the following code

```
package P1;  
public class student {Body of Student}  
Class Test {Body of Test}
```

Now consider the following code;

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```
import P1.*;  
Class Result{  
student S1;  
Test t1;  
}
```

This code compile because

- A) Class result should be declared public.
- B) Student class is not available
- C) Test class is not available
- D) Result body is not fully defined

Ans :C

31. Which of the following classes in Java.io package defines a method to delete a file.

- A) Stack
- B) File
- C) String
- D) Vector

Ans :B

32. For a valid file object reference, we can create a new file using the following classes defined in Java.io package.

- i) FileOutputStream
  - ii) RandomAccessFile
  - iii) DataInput
- A) i and ii only
  - B) ii and iii only
  - C) i and iii only
  - D) All i, ii and iii

Ans :A

33. The Date class includes within ..... package.

- A) java.io
- B) java.awt
- C) java.net
- D) java.util

Ans :D



34. Which of the following classes are included in java.awt package.

i) Font            ii) Frame            iii) Float            iv) File

- A) i and ii only
- B) ii and iii only
- C) iii and iv only
- D) i and iv only

Ans :A

35. Which of the following sub-classes are included in object class in Java.

i) Dictionary    ii) Date            iii) Label            iv) Thread

- A) i, ii and iii only
- B) ii, iii and iv only
- C) i, iii and iv only
- D) i, ii and iv only

Ans :D

36. An ..... is an incomplete class that requires further specification.

- A) abstract class
- B) final class
- C) static class
- D) super class

Ans :A

37. A class can be declared as ..... if you do not want the class to be sub-classed.

- A) abstract
- B) final
- C) static
- D) super

Ans :B

38. The ..... keyword is used to derive a class from a super-class.

- A) adds
- B) extends
- C) duplicate
- D) inherit

Ans :B



39. If a class that implements an interface does not implement all the methods of the interface, then the class becomes a/an ..... class.

- A) abstract
- B) final
- C) static
- D) super

Ans :A

40. By convention, java packages begin with ..... letters while all the class names begin with an ..... letter.

- A) uppercase, uppercase
- B) lowercase, lowercase
- C) uppercase, lowercase
- D) lowercase, uppercase

Ans :D

41. What is the output of the Java program below?

```
String animal = "GOAT";  
switch(animal)  
{  
    break: System.out.println("DOMESTIC");  
}
```

- A) No output
- B) GOAT
- C) DOMESTIC
- D) Compiler error

Ans :D

42. What is the output of the Java program below?

```
String college = "OXFORD";  
switch("STANFORD")  
{  
    case college: System.out.println("EXAM TIME"); break;  
    default: System.out.println("UNKNOWN");  
}
```

- A) EXAM TIME
- B) UNKNOWN
- C) STANFORD
- D) Compiler error

Ans :D

43. What is the output of Java program with SWITCH?

```
int num=20;
```

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```
switch(num)
{
case 10: System.out.println("TEN"); break;
case 20: System.out.println("TWENTY"); break;
case 30: System.out.println("THIRTY");
}
```

- A) TEN
- B) TWENTY
- C) THIRTY
- D) TEN TWENTY

Ans :B

44. What is the output of Java program below?

```
int num=40;
switch(num)
{
case 5: System.out.println("FIVE"); break;
case 35+5: System.out.println("FORTY"); break;
case 20+30: System.out.println("FIFTY");
}
```

- A) FIVE
- B) FORTY
- C) FIFTY
- D) Compiler error

Ans :B

45. What is the output of the below Java program?

```
int persons = 45;
int random = 45;
switch(random)
{
case persons: System.out.print("CRICKET ");
default: System.out.println("RUGBY");
}
```

- A) CRICKET
- B) CRICKET RUGBY
- C) RUGBY
- D) Compiler error

Ans :D

46. What is the output of the below Java program?

```
switch(15)
{
case 5*2: System.out.println("TEN");break;
case 5*4-5: System.out.println("FIFTEEN");break;
case 60/4+5: System.out.println("TWENTY");
}
```



```
}  
A) TEN  
B) FIFTEEN  
C) TWENTY  
D) Compiler error  
Ans :B
```

47. A SWITCH fall through occurs in Java only in the absence of \_\_\_\_.

A) case keyword  
B) break keyword  
C) default keyword  
D) None  
Ans :B

48. What is the purpose of designing a SWITCH logic with a fall-through in Java?

A) To define ranges.  
B) To define additions  
C) To improve switch block performance  
D) None  
Ans :A

49. Does the following Java code-snippet compile?

```
switch(45)  
{  
  case 10: ;  
}
```

A) NO  
B) YES  
C) -  
D) -  
Ans :B

50. What is the output of the below Java program with a SWITCH statement?

```
int points=6;  
switch(points)  
{  
  
  case 6: ;  
  case 7: System.out.println("PASS");break;  
  case 8: ;  
  case 9: System.out.println("Excellent");break;  
  case 10: System.out.println("Outstanding"); break;  
  default: System.out.println("FAIL");  
}
```



- A) PASS
  - B) Excellent
  - C) Outstanding
  - D) FAIL
- Ans :A







## Unit 5- Applet, AWT and Swing Programming

1. When the ..... method of the Applet class is called, it displays the result of the Applet code on the screen.

- A) paint( )
- B) repaint( )
- C) update( )
- D) reupdate( )

Ans :A

2. Before we try to write applets, we must make sure that Java is installed properly and also ensure that either the java is installed properly and also ensure that either the java ..... or a java-enabled browser is available.

- A) viewer( )
- B) appletviewer( )
- C) appletrunner( )
- D) browserviewer( )

Ans :B

3. Arrange the steps involved in developing and testing the applet in correct order.

- i) creating an executable applet (.classfile)
- ii) preparing <APPLET> tag
- iii) creating HTML file
- iv) building an applet code (.java file)
- v) testing the applet code

- A) 1-i, 2-ii, 3-iii, 4-iv, 5-v
- B) 1-ii, 2-iii, 3-iv, 4-v, 5-i
- C) 1-iv, 2-i, 3-ii, 4-iii, 5-v
- D) 1-iii, 2-iv, 3-v, 4-i, 5-ii

Ans :C

4. State whether the following statements about the Applets are True or False.

- i) Applets can communicate with other services on the network.
- ii) Applets cannot run any program from the local computer.

- A) True, False
- B) False, True
- C) True, True
- D) False, False

Ans :B



5. Applet class is a subclass of the panel class, which is again a subclass of the ..... class.

- A) object
- B) component
- C) awt
- D) container

Ans :D

6. The ..... method called the first time an applet is loaded into the memory of a computer.

- A) init( )
- B) start( )
- C) stop( )
- D) destroy( )

Ans :A

7. The ..... method is called every time the applet receives focus as a result of scrolling in the active window.

- A) init( )
- B) start( )
- C) stop( )
- D) destroy( )

Ans :B

8. Which of the following applet tags is legal to embed an applet class named Test into a webpage?

- A) `<applet class=Test width=200 height=100>`  
`</applet>`
- B) `<applet`  
`code=Test.class width=200 height=100>`  
`</applet>`
- C) `<applet`  
`code=Test.class width=200 height=100>`  
`</applet>`
- D) `<applet`  
`param=Test.class width=200 height=100>`  
`</applet>`

Ans :C



9. If you want to assign a value of 88 to the variable year, then which of the following lines can be used within an <applet> tag.

- A) number = getParameter(88)
- B) <number=99>
- C) <param = radius value=88>
- D) <param name=number value=88>

Ans :D

10. The ..... class is an abstract class that represents the display area of the applet.

- A) display
- B) graphics
- C) text
- D) area

Ans :B

11. The graphics class provides methods to draw a number of graphical figure including

i) Text    ii) Lines    iii) Images    iv) Ellipse

- A) i, ii and iii only
- B) ii, iii and iv only
- C) i, iii and iv only
- D) All i, ii, iii and iv

Ans :D

12. The ..... method is called to clear the screen and calls the paint( ) method.

- A) update( )
- B) paint( )
- C) repaint( )
- D) reupdate( )

Ans :A

13. The ..... method is automatically called the first time the applet is displayed on the screen and every time the applet receives focus.

- A) update( )
- B) paint( )
- C) repaint( )
- D) reupdate( )

Ans :B



14. The ..... method is defined by the AWT which causes the AWT runtime system to execute a call to your applet's update( ) method.

- A) update( )
- B) paint( )
- C) repaint( )
- D) reupdate( )

Ans :C

15. Text field can be created by which of the following methods.

- i) TextField( )
  - ii) TextFieldString( )
  - iii) TextField(int)
  - iv) TextField(string, int)
- A) i, ii and iii only
  - B) ii, iii and iv only
  - C) i, ii and iv only
  - D) All i, ii, iii and iv

Ans :C

16. In java applet, we can display numerical values by first converting them into string and then using the ..... method.

- A) paint( )
- B) drawstring( )
- C) draw( )
- D) convert( )

Ans :B

17. We can change the text to be displayed by an applet by supplying new text to be displayed by an applet by supplying new text to the applet through a ..... tag.

- A) <EDIT>
- B) <CHANGE>
- C) <REPLACE>
- D) <PARAM>

Ans :D

18. Which of the following is/are the possible values for alignment attribute of Applet tag.

- i) Top
  - ii) Left
  - iii) Middle
  - iv) Baseline
- A) i, ii and iii only
  - B) ii, iii and iv only
  - C) i, iii and iv only
  - D) All i, ii, iii and iv



Ans :D

19. The ..... attribute of applet tag specifies the amount of horizontal blank space the browser should leave surrounding the applet.

- A) SPACE=pixels
- B) HSPACE=piexls
- C) HWIDTH=piexls
- D) HBLANK=pixels

Ans :B

20. .... attribute of applet tag specify the width of the space on the HTML page that will reserved for the applet.

- A) WIDTH=pixels
- B) HSPACE=piexls
- C) HWIDTH=piexls
- D) HBLANK=pixels

Ans :A

21. Computer Viruses and Trojans are often transmitted along with which files?

- A) JPG files
- B) TXT files
- C) EXE files
- D) .ICO files

Ans :C

22. What is the problem with generation Executable Software (EXE files)?

- A) Run only on Windows machines.
- B) Linux and Unix expect a different executable format than .EXE
- C) Compiler for each machine type like Linux, Unix, Windows and Processor Type needs to be built for generating output files that can run.
- D) All the above.

Ans :D

23. What is an Interpreter?

- A) An interpreter converts instructions line by line
- B) An Interpreter converts source code to low-level code
- C) Interpreters are slow to execute
- D) All the above

Ans :D



24. What is a Compiler?

- A) A Compiler converts all instructions in one go.
- B) A compiler converts source code to low-level code
- C) Compilers work fast
- D) All the above

Ans :D

25. What is the file name extension of a Java source program?

- A) .j
- B) .ja
- C) .java
- D) .jax

Ans :C

26. Choose a correct statement about Java source files.

- A) Java files are human readable
- B) Java files contain Classes with Methods and Variables
- C) Import statements import library Classes into our class
- D) All the above

Ans :D

27. What is the output of Compilation of Java Program?

- A) .class file
- B) .cla file
- C) .jc file
- D) .javax file

Ans :A

28. Byte code is the result of?

- A) Compiling a Java file
- B) Compiling a Class file
- C) Interpreting a Java File
- D) Interpreting a Class file

Ans :A

29. What software compiles a Java Program?

- A) JRE (Java Runtime Environment)
- B) JDK (Java Developer Kit)
- C) JVM (Java Virtual Machine)
- D) Command Prompt

Ans :B

30. What software runs a Java program on a computer?

- A) JRE (Java Runtime Environment)
- B) JDK (Java Developer Kit)
- C) Command Prompt



D) None of the above

Ans : A

31. A SWITCH case statement in Java is a \_\_\_ control statement.

A) Iteration

B) Loop

C) Selection

D) Jump

Ans :C

32. Which is the alternative to SWITCH in Java language?

A) break, continue

B) for, while

C) if, else

D) goto, exit

Ans :C

33. What are the keywords used to implement a SWITCH case in Java language?

A) switch, case

B) default

C) break

D) All

Ans :D

34. What are the parts of a SWITCH in java?

A) switch input condition

B) case constants

C) case statements

D) All

Ans :D

35. A SWITCH statement accepts \_\_\_ type of data as input.

A) byte

B) short

C) int

D) All

Ans :D

36) State TRUE of FALSE. Java objects have built-in methods to handle threads.

A) TRUE

B) FALSE

C) -

D) -

Ans :A

37) State TRUE or FALSE.

PROF . SUPRIYA MANE



Java Object's hashCode() method is mainly used with Collection objects.

- A) TRUE
- B) FALSE
- C) -
- D) -

Ans :A

38) What is the output of the below Java program using toString() method?

class College

```
{  
    public String toString()  
    { return "College Object"; }  
}
```

class Testing18

```
{  
    public static void main(String[] args)  
    {  
        College col = new College();  
        System.out.println("Printing Object=" + col);  
    }  
}
```

- A) Printing Object=
- B) Printing Object=null
- C) Printing Object=College Object
- D) Compiler error

Ans :C

39) What is the output of the below Java program?

class Cricket

```
{ int runs; }
```

class Testing19

```
{  
    public static void main(String[] args)  
    {  
        Cricket c1 = new Cricket();  
        c1.runs = 250;  
        Cricket c2;  
        c2 = c1;  
        c2.runs = 300;  
        System.out.println("Runs= " + c1.runs);  
    }  
}
```

- A) Runs= 0





- B) Runs= 250
  - C) Runs= 300
  - D) Compiler error
- Ans :C

40) What is the output of the below Java program?

```
class Wordpress
{ int posts; }
class Testing20
{
public static void main(String[] args)
{
Wordpress wp1 = new Wordpress();
wp1.posts = 25;
Wordpress wp2 = wp1;
wp1 = null;
System.out.println("Posts=" + wp2.posts);
}
}
```

- A) Posts=25
  - B) Posts=0
  - C) Posts=null
  - D) Runtime exception occurs
- Ans :A

41) A Java constructor is like a method without \_\_\_\_.

- A) statements
- B) return type
- C) argument list
- D) None

Ans :B

42) The name of a constructor and the name of a class are \_\_\_\_.

- A) Same
- B) Different
- C) -
- D) -

Ans :A

43) The placement of a constructor inside a class should be \_\_\_\_.

- A) Always at the beginning of class
- B) Always at the end of class
- C) Anywhere in the class
- D) None



Ans :C

- 44) The purpose of a Java constructor is \_\_.
- A) Initialization of variables with passed data
  - B) Writing custom code
  - C) Accepting other objects as inputs
  - D) All the above

Ans :D

- 45) Memory is allocated to an object once the execution of \_\_ is over in Java language.
- A) main method
  - B) constructor
  - C) destructor
  - D) None

Ans :B

46) What is the output of the below Java program?

```
public class TestingConstructor
{
    void TestingConstructor()
    {
        System.out.println("Amsterdam");
    }

    TestingConstructor()
    {
        System.out.println("Antarctica");
    }

    public static void main(String[] args)
    {
        TestingConstructor tc = new TestingConstructor();
    }
}
```

- A) Antarctica
- B) Amsterdam
- C) No output
- D) Compiler error

Ans :A

- 47) In Java, a constructor with no parameters or no arguments is called \_\_ constructor.
- A) Default constructor
  - B) User-defined constructor
  - C) -
  - D) -



Ans :A

48) In Java, a constructor with one or more arguments or parameters is called a \_\_\_ constructor.

- A) Default constructor
- B) User-defined constructor or Non-default constructor
- C) -
- D) -

Ans :B

49) The compiler adds a default no-argument constructor to a class if it \_\_\_.

- A) does not define a constructor at all.
- B) defines at least one constructor with arguments
- C) -
- D) -

Ans :A

50) Overloading of constructors in Java means adding more than \_\_\_ constructors with the different argument list.

- A) 1
- B) 2
- C) 3
- D) 8

Ans :A