PROGRAMMING IN JAVA

Assignment7

TYPE OF QUESTION: MCQ

Number of questions: 15   **Total mark: 15× 1 = 15**

QUESTION 1:

Which are the ways to read data from the keyboard?

      a.   Using an object of DataInputStream class

      b.   Directly from keyboard and using Scanner class

      c.   Passing the data as command line input

      d.   All of the above-mentioned ways

Correct Answer: d

Detailed Solution:
Note: Command line input provides data to the running program form the keyboard only.

QUESTION 2:

Which of the following streams contains the classes which can work on character stream?

    a. InputStream
    b. OutputStream
    c. FileReader
    d. FileWriter

Correct Answer: c, d

Detailed Solution:
Note: InputSteam and OutputStram classes work on byte streams.

QUESTION 3:

Which of the following methods of DataInputStraem class is used to read characters from a file?

a. read()
b. readChar()
c. readLine()
d. readUTF()

Correct Answer: b, d

Detailed Solution:
read() method reads a byte from a file.readLine() is used to read the entire buffer from the keyboard (as standard input file) and readUTF() read a character in unicode character encoding format.

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QUESTION 4:

Which of the following classes can be used to implement the input stream that uses a character array as the source?

a. BufferedReader
b. FileReader
c. CharArrayReader
d. FileArrayReader

Correct Answer:c

Detailed Solution:
Note: FileArrayReader creates a stream to read an array from a file, whereas CharArrayReader class read an array of characters in memory (main memory).

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QUESTION 5:

Which of the following methods help in clearing the contents of the buffer:

a. flush()
b. clear()
c. close()
d. exit()

Correct Answer: a

Detailed Solution:

Note: Clear() and exit() are not any valid methods defined in any class in java.io package. The close() method closed a stream.

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QUESTION 6:

In which Java APIs the classes for handling all IO-streams are defined?

    a. java.lang
    b. java.util
    c. java.io
    d. java.awt

Correct Answer: c

Detailed Solution:
java.io package is meant for handling io-streams in Java program.

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QUESTION 7:

Which of the following statements is/ are NOT true?

    a. While you are creating an instance of File class, and if you do not use the file naming according to the convention of the local machine, the constructor will throw an exception of class `IOException`.
    b. A File object can be opened for both reading and writing.
    c. When you create an object of Fileclass for writing, if the corresponding file does not exist on the local file system, then it will be created.
    d. Closing operation of a File object never faces any run-time error and hence need not to be placed under try-catch block.

Correct Answer: b

Detailed Solution:
You can open a File object either in read or write mode, but not both.

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QUESTION 8:

Which of the following code is correct?

a.
```
FileWriterfileWriter = new FileWriter("../file.txt");
File file = new File(fileWriter );
BufferedWriterbufferedOutputWriter = new BufferedWriter(fileWriter);
```

b.
```
BufferedWriterbufferedOutputWriter = new
BufferedWriter("../file.txt");
File file = new File(bufferedOutputWriter );
FileWriterfileWriter = new FileWriter(file);
```

c.
```
File file = new File("../file.txt");
FileWriterfileWriter = new FileWriter(file);
BufferedWriterbufferedOutputWriter = new BufferedWriter(fileWriter);
```

d.
```
File file = new File("../file.txt");
BufferedWriterbufferedOutputWriter = new BufferedWriter(file);
FileWriterfileWriter = new FileWriter(bufferedOutputWriter );
```

Correct Answer: c

Detailed Solution:
The correct procedure would be to create a File object first, then create aFileWriter object with File object and finally create a stream object for writing in to the File object.

QUESTION 9:

Should FileReader be used to read a Java bytecode (e.g, a .class) file? Which of the following is an appropriate answer?

    a. No, bytecode files can only be executed, never read.
    b. No, the bytes in bytecode files are not intended to be interpreted as characters.
    c. Yes, any file can be read with FileReader under byte-stream class.
    d. Maybe, as long as the bytcodes were created on the same computer as the program usingFileReader.

Correct Answer: c

Detailed Solution:
Once can open a .class file and read its content using byte-stream class. However, the similar attempt with the FileReader class character stream is useless.

QUESTION 10:

Which of the following statement is NOT true for RandomSAccessFile object?

     a.   It can allow to open a file both in read and write mode.
     b.   It can allow to store the data fields of any object and then reading the same.
     c.   The seek(0) method of the object place the file pointer at the beginning of the file.
     d.   It cannot be used to read a network line.

Correct Answer: d

Detailed Solution:
The RandoAccessFile is related to secondary storage only.

QUESTION 11:

What method of an applet is called by the browser when it wishes to draw anything in the applet on the display screen?

    a. paint()
    b. drawLine()
    c. drwaString()
    d. setBackground()

Correct Answer: a

Detailed Solution:
The paint() method is the method, which calls any object of class Graphics to draw in it. For g.DrawLIne(...) to draw a line.

QUESTION 12:

Which of the followingststements sets the background color of an applet to white?

    a. setColor(white);

    b. setColor(Color.white);

    c. setBackground(Color.white);

    d. setBackground(white);

Correct Answer:c

Detailed Solution:

The method setBackground(…) is used to change the back ground color of an applet. The argument value for this method should a constant, which is defined in class Color.

QUESTION 13:

Which of the following sequence of method calls take place when an applet begins?

```
a. paint(), start(), stop()
b. start(), init(), paint()
c. init(), start(), paint()
d. init(), paint(), start()
```

Correct Answer:c

Detailed Solution:

If init() is defined, then it will be executed followed by the start() and then paint() method.

QUESTION 14:

Which of the following methods is/are must and to be override?

```
a. init()
b. start()
c. stop()
d. paint()
```

Correct Answer:d

Detailed Solution:

The init() and paint() methods are to be defined, as these two methods are abstract methods in the class Applet. The start() method cannot be overridden as it is final. However, an applet program can be executed successfully without any one of the applet method in it. In this case, it will draw a blank applet.

QUESTION 15:

Which of the following is a valid code to be written in an HTML file for the applet program store in MyApplet.java file?

a.

```
<html>
<body>
<applet code="MyApplet.class">
</applet>
</body>
</html>
```
b.

```
<html>
<body>
<applet code="MyApplet.java"  width=250 height=200>
</body>
</html>
```
c.

```
<html>
<applet code="MyApplet.class"  width=250 height=200>
</applet>
</html>
```
d.

```
<html>
<body>
<applet code="MyApplet.class"  height="250"width ="200">
</applet>
</body>
</html>
```

Correct Answer: c, d

Detailed Solution:
The Applet tage should include .class file with height and width parameters. They are not necessaruily in a fixed order or to be mentioned within double codes " ".

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