

Question - 1

SCORE: 5 points

Question 1

Can you subclass the class String?

- ☐ Yes
- ☒ No, String is a final class
- ☐ No, String is an interface and is implemented
- ☐ None of the above

Question - 2

SCORE: 5 points

Question 2

What is the complexity of the innermost loop?

```
for (int i = 0; i < this.rows; i++) {  
    for (int j = 0; j < other.columns; j++) {  
        double x = 0;  
        for (int k = 0; k < this.columns; k++)  
            x += this.values[i][k] * other.values[k][j];  
        result[i][j] = x;  
    }  
}
```

- ☐ N
- ☐ N^2
- ☒ N^3
- ☐ $3N$

Question - 3

SCORE: 5 points

Question 3

Select the option which best describes the following data structure :

Array

- ☒ is of fixed size and can be accessed randomly or by index
- ☐ is of variable size and is accessed sequentially from the head
- ☐ is growable and is accessed by key
- ☐ none of the above

Question - 4

SCORE: 5 points

Question 4

Select the option which best describes the following data structure :

List

- ☐ is of fixed size and can be accessed randomly or by index
- ☒ is of variable size and is accessed sequentially from the head
- ☐ is growable and is accessed by key
- ☐ none of the above

Question - 5

SCORE: 20 points

Hashcode & Equals

In java *equals()* method is used to compare equality of two Objects. the *hashCode()* method returns the hashcode value as an *int*. The hashcode value is mostly used in hashing-based collections like *HashMap*, *HashSet*, *HashTable*....etc.

You will have to implement the *hashCode* and *equals* methods for the given class.

Sample Input:

```
Jack 1 Jack 2 Jack 1 Joe 1
```

Student s1 : name = jack and id = 1. Identically for the remaining 3 student objects s2, s3 s4.

Note:

Only `s1.equals(s3)` should return *true* as their *name* and *ids* are identical.

All other invocations of *equals()* should return *false*.

Please feel free to ask if you have doubts or queries.