SIMULADORES

WORKING WITH CONSTRUCTORS, METHODS AND ENCAPSULATION

1.

Time	ect Answe Taken Time	ers 15 01:0	n on - 01 ago., ' 9:50 go. 24 11:58	24 11:58 a. m.				Status Total Questions Total Time Finish/Pause Time	Passed 79% 19 00:40:32 01 ago. 24 13:36
Test	Details Pe		*					•	J
s	Marked	Atte	Result	Exam Objective	Difficulty Le	Problem Statement	Note		
1		/	~	06 - Constructors	Very Easy	Given a class named Test, which of these wo			
2		~	~	06 - Working with	Easy	System.out.println("In Integer			
3		✓	~	01 - Java Basics - O	Easy	When a class, whose members should be acc			
4		~	~	06 - Working with	Very Easy	}			
5		~	~	06 - Working with	Very Easy	public class OverloadTest{			
6		✓	~	01 - Java Basics - O	Tough	private void computeAverage(){			
7		✓	~	06 - Working with	Very Easy	}			
8		~	~	06 - Working with	Easy	return time*speed ;}			
9		~	~	06 - Working with	Very Easy	Which of the following methods does not ret			
10		~	~	06 - Working with	Easy	processStacks (sl,s2);			
11		~	×	06 - Working with	Easy	ref = new TestClass():			
12		~	~	01 - Java Basics - O	Very Easy	What is meant by "encapsulation" ?			
13		~	×	06 - Working with	Very Tough	public RETURNTYPE methodX(byte by) {			
14		~	×	01 - Java Basics - O	Very Tough	Identify correct option(s)			
15		~	~	06 - Working with	Very Easy	s1 = sM1("c");			
16		~	~	06 - Working with	Easy	<pre>public static double getAngle();</pre>			
17		~	~	06 - Working with	Very Easy	a = 20;			
18		~	~	06 - Working with	Tough	h link = setIt(a h):			
19				06 - Working with	Real Brainer	static DatabaseWrapper getDatabase()			

2.

WORKING WITH INHERITANCE

1.

2.

ens Tes	t Overview								
Name	•	Take	n on - 01 ago.,	'24 04:09 p. m.				Status	Passed 65%
Corre	ect Answ	ers 13						Total Questions	20
Time	Taken	00:4	4:59					Total Time	00:42:40
Start	Time	01 a	go. 24 16:09					Finish/Pause Time	01 ago. 24 16:58
Test	Details P	erformand	e Report						
s	Marked	Atte	Result	Exam Objective	Difficulty Le	Problem Statement	Note		
1		~	✓	07 - Working with I	Easy	a method overhaing the given method:			
2		~	×	07 - Working with I	Easy	A ol = new C();			
3		~	×	07 - Working with I	Tough				
4		~		07 - Working with I	Easy				
5		~	×	07 - Working with I	Tough	A(int i) { this.i = i; }			
6		~		07 - Working with I	Very Easy	Automobile a = new Automobile():			
7				07 - Working with I	Very Easy				
8		~	×	07 - Working with I	Very Easy	B b = new B();			
9		~	~	07 - Working with I	Easy	Slass Bases extends Base(
10		~	×	07 - Working with I	Tough	public class rescciass (
11		~		07 - Working with I	Very Tough	public void methodA() {			
12		~	/	07 - Working with I	Easy	}			
13		~		07 - Working with I	Very Tough	INDERT CODE HERE			
14		~		07 - Working with I	Easy	public byte getValue() { return 2; } //2			
15		~	~	07 - Working with I	Very Easy	}			
16		~	~	07 - Working with I	Very Tough	+ enthu.trans.DataFlooding			
17		~	~	07 - Working with I	Easy	class B extends A{			
18		~	×	07 - Working with I	Tough	}			
19				07 - Working with I	Easy	1			
20		~		07 - Working with I	Very Easy	List students = new ArrayList();			

HANDLING EXCEPTIONS