

on - 06 dic, '24 05:51 p. m.

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Report

Status

Passed 93%

Total Questions

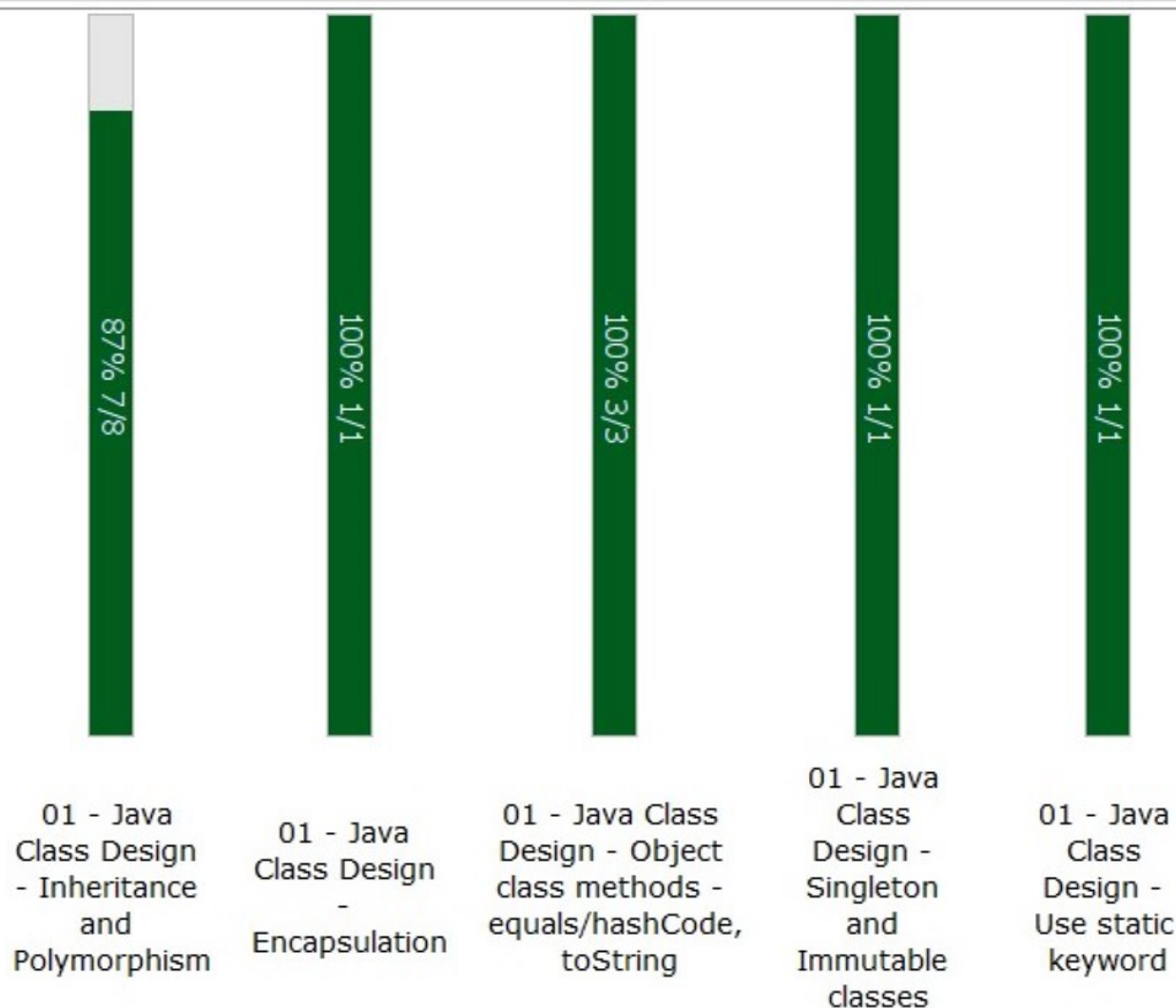
14

Total Time

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Finish/Pause Time

06 dic 24 18:12



### Exam Objective wise Progress Report

Strong and weak areas. To score well in the real exam, you must study for all the exam objectives.

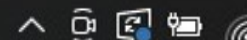
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14

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Result	Exam Objective	Difficulty Le...	Problem Statement	N
✓	01 - Java Class Design - Singleton and Immutable cl...	Very Easy	Ideally, how many instances of a class that i...	
✗	01 - Java Class Design - Inheritance and Polymorphism	Very Easy		
✓	01 - Java Class Design - Object class methods - equ...	Very Tough	<code>return map.get(b);</code>	
✓	01 - Java Class Design - Object class methods - equ...	Easy	<code>System.out.println("Student is "+student);</code>	
✓	01 - Java Class Design - Object class methods - equ...	Very Easy	Which method should be overridden for a cla...	
✓	01 - Java Class Design - Inheritance and Polymorphism	Tough	<code>if(obj != null ) return 1; else return 0;</code>	
✓	01 - Java Class Design - Inheritance and Polymorphism	Easy		
✓	01 - Java Class Design - Use static keyword	Very Tough	<code>}</code>	
✓	01 - Java Class Design - Inheritance and Polymorphism	Very Easy	overriding the method:	
✓	01 - Java Class Design - Inheritance and Polymorphism	Very Tough		
✓	01 - Java Class Design - Inheritance and Polymorphism	Easy	For an object o1 of class A to access a	
✓	01 - Java Class Design - Encapsulation	Very Easy	<code>return id;</code>	
✓	01 - Java Class Design - Inheritance and Polymorphism	Very Tough	<code>{</code>	
✓	01 - Java Class Design - Inheritance and Polymorphism	Easy	<code>int i, j, k;</code>	

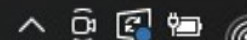
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Report

Status

Passed 85%

Total Questions

13

Total Time

00:22:58

Finish/Pause Time

04 dic 24 17:48

66% 2/3

85% 6/7

100% 2/2

100% 1/1

01 - Java Class  
Design - Object  
class methods -  
equals/hashCode,  
toString

01 - Java  
Class Design  
- Inheritance  
and  
Polymorphism

01 - Java  
Class  
Design -  
Singleton  
and  
Immutable  
classes

01 - Java  
Class  
Design -  
Use static  
keyword

### Exam Objective wise Progress Report

Strong and weak areas. To score well in the real exam, you must study for all the exam objectives.

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Status

Passed 85%

Total Questions

13

Total Time

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Finish/Pause Time

04 dic 24 17:48

Result	Exam Objective	Difficulty Le...	Problem Statement	N
✓	01 - Java Class Design - Object class methods - equ...	Easy	System.out.println("Student is "+student);	
✓	01 - Java Class Design - Inheritance and Polymorphism	Very Tough	:"+s); } // A2	
✓	01 - Java Class Design - Singleton and Immutable cl...	Very Easy	Objects of which of these classes are immuta...	
✓	01 - Java Class Design - Use static keyword	Very Tough	}	
✓	01 - Java Class Design - Inheritance and Polymorphism	Tough	In which of the following situations will you u...	
✗	01 - Java Class Design - Inheritance and Polymorphism	Easy	{	
✓	01 - Java Class Design - Inheritance and Polymorphism	Easy	if(obj != null) return 120;	
✓	01 - Java Class Design - Inheritance and Polymorphism	Easy	else return -1;	
✓	01 - Java Class Design - Inheritance and Polymorphism	Easy	"+pages);	
✗	01 - Java Class Design - Object class methods - equ...	Very Tough	raise;	
✓	01 - Java Class Design - Singleton and Immutable cl...	Tough	Info i = (Info) obj;	
✓	01 - Java Class Design - Object class methods - equ...	Very Tough	Which of the following are characteristics of a...	
✓	01 - Java Class Design - Object class methods - equ...	Very Tough	return map.get(b);	
✓	01 - Java Class Design - Inheritance and Polymorphism	Tough	if(obj != null) return 1;	
✓	01 - Java Class Design - Inheritance and Polymorphism	Easy	else return 0;	

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