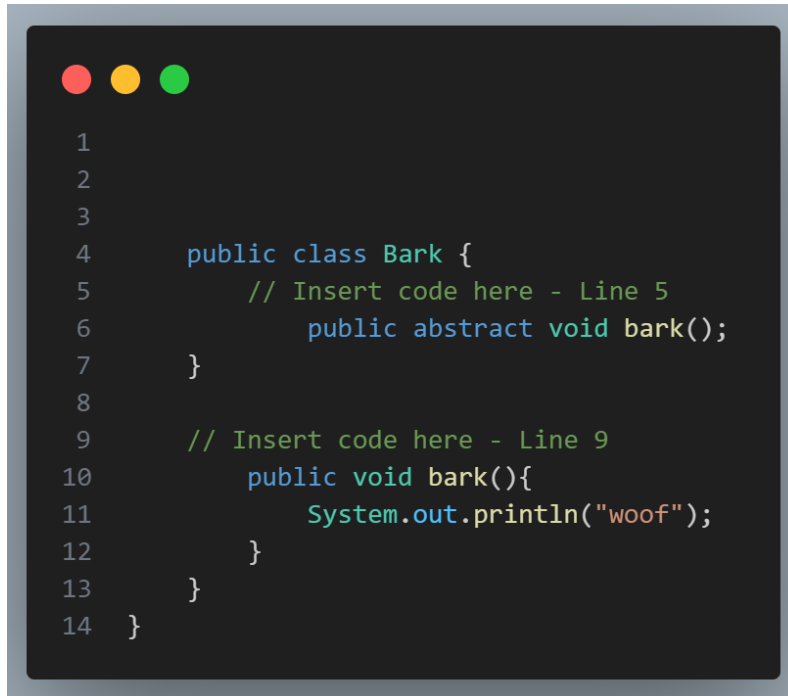


Preguntas de examen 41 - 44

What code should be inserted?



```
1
2
3
4     public class Bark {
5         // Insert code here - Line 5
6         public abstract void bark();
7     }
8
9     // Insert code here - Line 9
10    public void bark(){
11        System.out.println("woof");
12    }
13 }
14 }
```

1. 5. class Dog / 9. public class Poodle extends Dog {
2. 5. abstract Dog / 9. public class poodle extends Dog {
3. 5. abstract class Dog / 9. public class Poodle extends Dog { ←
4. 5. abstract Dog / 9. public class Poodle implements Dog {
5. 5. abstract Dog / 9. public class Poodle implements Dog {
6. 5. abstract class Dog / 9. public class Poodle implements Dog {

Which statement initializes a stringBuilder to a capacity of 128?


1. StringBuilder sb = new String("128");
2. StringBuilder sb = StringBuilder.setCapacity(128); C
3. StringBuilder sb = StringBuilder.getInstance(128); D
4. StringBuilder rsb = new StringBuilder(128); ←

What is the result?

```
1  class MyKeys {
2      Integer key;
3      MyKeys(Integer k){
4          key = k;
5      }
6      public boolean equals(Object o){
7          return ((MyKeys) o).key == this.key;
8      }
9  }
10
11 public class Test {
12     public static void main(String[] args) {
13
14         Map m = new HashMap<>();
15         MyKeys m1 = new MyKeys(1);
16         MyKeys m2 = new MyKeys(2);
17         MyKeys m3 = new MyKeys(1);
18         MyKeys m4 = new MyKeys(new Integer(2));
19         m.put(m1, "car");
20         m.put(m2, "boat");
21         m.put(m3, "plane");
22         m.put(m4, "bus");
23         System.out.println(m.size());
24     }
25 }
```

1. 2
2. 3
3. 4 ←
4. Compilation fails.

What changes will make this code compile?



```
1  class X {  
2      X(){}  
3      private void one(){}  
4  }  
5  
6  public class Y extends X {  
7      Y(){}  
8      private void two(){  
9          one();  
10     }  
11     public static void main(String[] args) {  
12         new Y().two();  
13     }  
14 }
```

1. Adding the public modifier to the declaration of class X.
2. Adding the protected modifier to the X() constructor.
3. Changing the private modifier on the declaration of the one() method to protected. ←
4. Removing the Y constructor.
5. Removing the private modifier from the two() method.