

OOP-I MCQ Test

Total points

40/40



Enrollment No. *

190283116018

✓ 1. Which of these is necessary condition for automatic type conversion in Java? *

1/1

- ☐ The destination type is smaller than source type
- ☒ The destination type is larger than source type ✓
- ☐ The destination type can be larger or smaller than source type
- ☐ None of the mentioned



✓ 2. Which of the following is not OOPS concept in Java? * 1/1

- ☐ Inheritance
- ☐ Encapsulation
- ☐ Polymorphism
- ☒ Compilation



✓ 3. Which concept of Java is a way of converting real world objects in terms of class? * 1/1

- ☐ Polymorphism
- ☐ Encapsulation
- ☒ Abstraction
- ☐ Inheritance



✓ 4. Which concept of Java is achieved by combining methods and attribute into a class? * 1/1

☒ Encapsulation ✓

☐ Inheritance

☐ Polymorphism

☐ Abstraction

✓ 5. When does method overloading is determined? * 1/1

☐ At run time

☒ At compile time ✓

☐ At coding time

☐ at execution time



✓ 6. Which of the below is invalid identifier with the main method? * 1/1

☐ public

☐ static

☒ private ✓

☐ final

✓ 7. Which component is responsible for converting bytecode into machine specific code? * 1/1

☒ JVM ✓

☐ JDK

☐ JIT

☐ JRE



✓ 8. Which of these class is superclass of every class in Java? * 1/1

- ☐ String class
- ☒ Object class
- ☐ Abstract class
- ☐ ArrayList class



✓ 9. Which of these keywords can be used to prevent inheritance of a class? * 1/1

- ☐ super
- ☐ constant
- ☐ class
- ☒ final



✓ 10. Which of these clause will be executed even if no 1/1 exceptions are found? *

☐ throws

☒ finally ✓

☐ throw

☐ catch

✓ 11. Which of these exceptions will occur if we try to 1/1 access the index of an array beyond its length? *

☐ ArithmeticException

☐ ArrayException

☐ ArrayIndexException

☒ ArrayIndexOutOfBoundsException ✓



✓ 12. Which of these packages contain classes and interfaces used for input & output operations of a program? *

1/1

☐ java.util

☐ java.lang

☒ [java.io](#)



☐ all

✓ 13. Which of these class is not related to input and output stream in terms of functioning? *

1/1

☒ File



☐ Writer

☐ InputStream

☐ Reader



✓ 14. Which of the following sets the frame to 300 pixels wide by 200 high? * 1/1

- ☒ frm.setSize(300, 200); ✓
- ☐ frm.setSize(200, 300);
- ☐ frm.paint(300, 200);
- ☐ frm.setVisible(300, 200);

✓ 15. What is it called when a program is written to respond to the button clicks, menu selections, and other actions of the user in whatever order the user does them? * 1/1

- ☒ Event-driven programming ✓
- ☐ Action-driven programming
- ☐ User-driven programming
- ☐ Mouse-driven programming



✓ 16. Give the abbreviation of AWT? *

1/1

- ☐ Applet Windowing Toolkit
- ☒ Abstract Windowing Toolkit
- ☐ Absolute Windowing Toolkit
- ☐ None



✓ 17. Which is the container that contain title bar and can have MenuBars. It can have other components like button, textfield etc.? *

1/1

- ☐ Panel
- ☒ Frame
- ☐ Window
- ☐ Container



✓ 18. Which is a component in AWT that can contain another components like buttons, textfields, labels etc.? *

1/1

☐ Window

☒ Container ✓

☐ Panel

☐ Frame

✓ 19. When Overloading does not occur? *

1/1

☐ a) More than one method with same name but different method signature and different number or type of parameters

☐ b) More than one method with same name, same signature but different number of signature

☐ c) More than one method with same name, same signature, same number of parameters but different type

☒ d) More than one method with same name, same number of parameters and type but different signature ✓



✓ 20. What is the return type of Constructors? *

1/1

- ☐ int
- ☐ float
- ☐ void
- ☒ none



✓ 21. Which Set class should be most popular in a multi-threading environment, considering performance constraint? *

1/1

- ☐ HashSet
- ☒ ConcurrentSkipListSet
- ☐ LinkedHashSet
- ☐ CopyOnWriteArraySet



✓ 22. Which Map class should be most popular in a multi-threading environment, considering performance constraint? * 1/1

☐ Hashtable

☒ CopyOnWriteMap ✓

☐ ConcurrentHashMap

☐ ConcurrentMap

✓ 23. Which allows the removal of elements from a collection? * 1/1

☐ Enumeration

☐ Iterator

☐ Both

☒ None of the above ✓



✓ 24. A process that involves recognizing and focusing ^{1/1} on the important characteristics of a situation or object is known as: *

☐ Encapsulation

☐ Inheritance

☐ Polymorphism

☒ Abstraction ✓

✓ 25. Which statement is true regarding an object? * ^{1/1}

☐ (a) An object is what classes instantiated are from

☒ (b) An object is an instance of a class ✓

☐ (c) An object is a variable

☐ (d) An object is a reference to an attribute

☐ (e) An object is not an instance of a class.



✓ 26. In object-oriented programming, composition relates to * 1/1

- ☐ (a) The use of consistent coding conventions
- ☒ (b) The organization of components interacting to achieve a coherent, common behaviour ✓
- ☐ (c) The use of inheritance to achieve polymorphic behavior
- ☐ (d) The organization of components interacting not to achieve a coherent common behavior
- ☐ (e) The use of data hiding to achieve polymorphic behavior.

✓ 27. In object-oriented programming, new classes can be defined by extending existing classes. This is an example of: * 1/1

- ☐ (a) Encapsulation
- ☐ (b) Interface
- ☐ (c) Composition
- ☒ (d) Inheritance ✓
- ☐ (e) Aggregation.



✓ 28. Which of the following does not belong: If a class 1/1 inherits from some other class, it should *

- ☐ (a) Make use of the parent class's capabilities
- ☐ (b) Over-ride or add the minimum to accomplish the derived class' purpose
- ☒ (c) Over-ride all the methods of its parent class ✓
- ☐ (d) Make sure the result "IS-A-KIND-OF" its base class
- ☐ (e) Make sure the result "contains" its base class.

✓ 29. Object-oriented inheritance models the * 1/1

- ☒ (a) "is a kind of" relationship ✓
- ☐ (b) "has a" relationship
- ☐ (c) "want to be" relationship
- ☐ (d) inheritance does not describe any kind of relationship between classes
- ☐ (e) "contains" of relationship.



✓ 30. Polymorphism *

1/1

- ☐ (a) Is not supported by Java
- ☐ (b) Refers to the ability of two or more objects belonging to different classes to respond to exactly the same message in different class-specific ways
- ☐ (c) Simplifies code maintenance
- ☐ (d) Not simplifies code maintenance
- ☒ (e) Refers to the ability of two or more objects belonging to different classes to respond to exactly the same message in different class-specific ways and simplifies code maintenance. ✓



✓ 31 What is garbage collection in the context of Java? 1/1

*

- ☐ (a) The operating system periodically deletes all of the java files available on the system.
- ☐ (b) Any package imported in a program and not used is automatically deleted.
- ☒ (c) When all references to an object are gone, the memory used by the object is automatically reclaimed. ✓
- ☐ (d) The JVM checks the output of any Java program and deletes anything that doesn't make sense.
- ☐ (e) When all references to an object are gone the memory used by the object is not reclaimed.



✓ 32 In Java, declaring a class abstract is useful *

1/1

☐ (a) To prevent developers from further extending the class

☒ (b) When it doesn't make sense to have objects of that class ✓

☐ (c) When default implementations of some methods are not desirable

☐ (d) To force developers to extend the class not to use its capabilities

☐ (e) When it makes sense to have objects of that class.



✓ 33 A method within a class is only accessible by classes that are defined within the same package as the class of the method. Which one of the following is used to enforce such restriction? *

1/1

- ☐ (a) Declare the method with the keyword public
- ☐ (b) Declare the method with the keyword private
- ☐ (c) Declare the method with the keyword protected
- ☒ (d) Do not declare the method with any accessibility modifiers ✓
- ☐ (e) Declare the method with the keyword public and private.



- ✓ 34 Given the following definition of a class, which fields are accessible from outside the package `com.corporation.project`? Select the correct answer.

*

```
package com.corporation.project;  
public class MyClass  
{  
    int i;  
    public int j;  
    protected int k;  
    private int l;  
}
```

- ☐ (a) Field i is accessible in all classes in other packages
- ☒ (b) Field j is accessible in all classes in other packages ✓
- ☐ (c) Field k is accessible in all classes in other packages
- ☐ (d) Field l is accessible in all classes in other packages
- ☐ (e) Field l is accessible in subclasses only in other packages.



✓ 35 Which of these field declarations are legal within the body of an interface? * 1/1

☐ (a) Private final static int answer = 42

☒ (b) public static int answer=42 ✓

☐ (c) final static answer =42

☐ (d) int answer

☐ (e) No error.

✓ 36 Which statement is not true in java language? * 1/1

☐ (a) A public member of a class can be accessed in all the packages.

☒ (b) A private member of a class cannot be accessed by the methods of the same class. ✓

☐ (c) A private member of a class cannot be accessed from its derived class.

☐ (d) A protected member of a class can be accessed from its derived class.

☐ (e) None of the above.



✓ 37 Which one of the following is not true? *

1/1

- ☐ (a) A class containing abstract methods is called an abstract class.
- ☐ (b) Abstract methods should be implemented in the derived class.
- ☒ (c) An abstract class cannot have non-abstract methods. ✓
- ☐ (d) A class must be qualified as 'abstract' class, if it contains one abstract method.
- ☐ (e) None of the above.



- ✓ 38 After the below piece of code is executed, what are the colors of r1 and r2 (in this order)? * 1/1

```
Rectangle r1 = new Rectangle();  
r1.setColor(Color.blue);  
Rectangle r2 = r1;  
r2.setColor(Color.red);
```

- ☐ (a) Color.blue and Color.red
- ☐ (b) Color.blue and Color.blue
- ☒ (c) Color.red and Color.red
- ☐ (d) Color.red and Color.blue
- ☐ (e) None of the above.



✓ 39 The fields in an interface are implicitly specified as, * 1/1

- ☐ (a) static only
- ☐ (b) protected
- ☐ (c) private
- ☒ (d) both static and final
- ☐ (e) none of the above.



✓ 40 What is the output of the following program: *

1/1

```
public class testmeth
{
    static int i = 1;
    public static void main(String args[])
    {
        System.out.println(i+" ", "");
        m(i);
        System.out.println(i);
    }
    public void m(int i)
    {
        i += 2;
    }
}
```

☐ (a) 1 , 3

☐ (b) 3 , 1

☒ (c) 1 , 1



☐ (d) 1 , 0

☐ (e) none of the above



