31. Here is the general syntax for method definition: accessModifierreturnTypesethodName(parametertist ){

Java statements

return returnValue;

}

What is true for the access Modifier?

A. It must always be private or public

B. It can be omitted, but if not omitted it must be private or public.

C. It can be omitted, but if not omitted there are several choices, including private and

public

D. The access modifier must agree with the type of the return value.

E All of the above

32, What is the output of the following Java code?

class FinalExam{

int num;

public FinalExam() {

num= 4;

}

void display() {

System.out.println(num);

}

class Finall extends FinalExam{

Int num=3;

public Finall() {

this(5);

num=num;

}

public Final1(int num) this.num=num\*num

}

public class Main{

public static void main(String[] args) {

Final1 f =new final();

f.display();

}

}

A. 4

B. 25

C. 12

D. 20

33. Which one of the following is important to implement dynamic Polymorphism?

64. In PHP, which function initiates a session?

A. start()

B. s\_start()

C. session\_start()

D. session\_str()

65. In php, which one of the following is a super global varible?

A. $\_GET

B. $\_POST

C. $\_SERVER

D. All of the above

66 One is not the goal of I/O software

A Buffering

B. Device independence

C. Uniform naming

D. Error handling

E. None of the above

67. Hardware device that maps physical address to logical address is

A. MMU

B. IRQ

C. DMA

D. Cache

E. Relocation Register

68. In terms of speed and storage utilization,

A. First fit algorithm is better

B. Best fit algorithm is better

C. Worst fit algorithm is better

D. All of the above

69. Assuming process execution time is known in advance, for which of the following algorithm(s)

can the maximum wait time for a given process be computed at the time the job is submitted?

A. Shortest job first

B. Shortest remaining time

C. Priority based

D. Round Robin

E. All of the above

70) One is not a problem caused by concurrency of processes

A. Race condition

B. Starvation

C. Deadlock

D. Mutual exclusion

E. None

71. Which of the following methods can be used to recover deadlock

A. Kill the process

B. Rollback

C. Non-preempt the resource

D. Lock the process

72. One deadlock prevention method says, "if a process must wait for a needed resource it drops all of its previously held resources and tries to acquire all resources gain." These ..tacks

A. Circular wait condition

B. No preemption conditions

C. Mutual exclusion condition

E. None of the above

D. Hold and wait condition

73. The data structure used in the standard implementation of Breadth First Search is

A. Stack B. Array

C. Linked List

D. Queue

74. The data structure used in the standard implementation of Depth First Search is

A. Stack

B. Array

C. Linked List

D. Queue

75. Recursion is a method in which the solution of a problem depends on …..

A. Larger instances of different problems

B. Larger instances of the same problem

C. Smaller instances of the same problem

D. Smaller instances of different problems

76. In recursion, the condition for which the function will stop calling itself is

A. Best case B. Worst case C. Base case D. There is no such condition.

77.If an optimal solution can be created for a problem by constructing optimal solutions for its subproblems , the problem possesses ........ property

A. Overlapping subproblems B. Optimal substructure C. Memoization D. Greedy

78. If a problem can be broken into subproblems that are reused several times, the problem possesses ...... property

A Overlapping subproblems B. Optimal substructure C. Memoization D. Greedy

79 If a problem can be solved by combining optimal solutions to non-overlapping problems,the strategy is called......

A. Dynamic programming B. Greedy C. Divide and conquer D. Recursion

80. Among the following which kind of algorithm is used in the Game tree to make decisions of win/Lose?

A. Depth First Search B. Breadth First Search Algorithm C. Heuristic Search Algorithm D. Min/Max Algorithm E. Greedy Search Algorithm

81. Agents' behavior can be best described by .....

A Perception sequence B. Agent function C. Sensors and Actuators D. Environment in which agent is performing

82. Which type of agent deals with happy and unhappy states?

A. Simple reflex agent B. Model based agent C. Utility based agert D. Learning agent.

83. What is the purpose of "Agent" in Artificial Intelligence?

A. Mapping of goal sequence to an action B. Work without the direct interference of the people C. Mapping of environment sequence to an action D. Mapping of precept sequence to an action

84. Which of the following is also called as exploratory learning?

A. Supervised learning B. Active learning C. Unsupervised learning D. Reinforcement learning E. None of the Above

85, Suppose the predicate F(x, y, t) is used to represent the statement that person x can fool person y at time t. which one of the staternents below expresses best the meaning of the formula for all x there is y there is t(not F(x, y, t))?

A. Everyone can fool some person at some time B. Everyone cannot fool some person all the time C. No one can fool some person at some time D. No one can fool everyone all the time