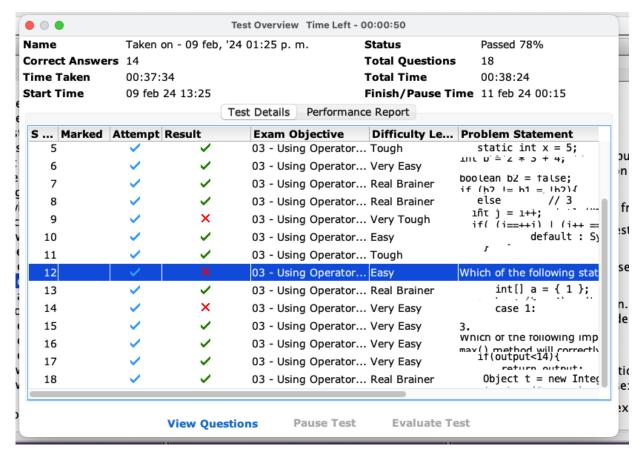
Using Operators and Decision Constructs.



lame		Taken on - 11 feb, '24 12:47 a. m.			Status	Passed 76%
orrect Answers					Total Questions	17
ime Taken	00:21:25 11 feb 24 00:47				Total Time	00:36:16
tart Time	11 feb	24 00:47				ne 11 feb 24 01:08
			Test Details	Performanc	e Report	
S Marked A	Attempt	Result	Exam O	bjective	Difficulty Le	Problem Statement
4	/	~	03 - Usin	g Operator	Easy	
5	~	✓	03 - Usin	g Operator	Very Easy	boolean flag =
6	~	~	03 - Usin	g Operator	Real Brainer	poolean b2 = false;
7	✓	✓	03 - Usin	g Operator	Very Easy	int a = 1;
8	✓	✓	03 - Usin	g Operator	Very Tough	str){
9	>	~	03 - Usin	g Operator	Very Easy	Object obj2 = new (
10	~	×	03 - Usin	g Operator	Very Easy	Object etile= obj1; Svstem.out.r
11	V	_	03 - Usin	g Operator	Easy	default : Sy
12	<i>-</i>	×	03 - Usin	g Operator	Tough	public static void ma
13		_		g Operator	3	case 2:
14		<u> </u>		g Operator		System.out.prin1
15				g Operator	,	rase 0. else{
16		Ď		g Operator		1
17		V		5 1	Real Brainer	int b = 20;
17	Y	<u> </u>	US - USIN	g Operator	Real Brailler	1110 0 - 20,
		View Que	etione P	ause Test	Evaluate Te	st