Worksheet - 3

Q1. Which one of the following is not a Java feature?

Sol. Use of pointers

Q2. Which of these cannot be used for a variable name in Java?

Sol. Keyword

Q3.Which of the following is a superclass of every class in Java?

Sol. Object class

Q4.Which one is a valid declaration of a boolean?

Sol. boolean b3 = false;

Q5. Which is the modifier when there is none mentioned explicitly?

Sol. Default

Q6.All the variables of interface should be?

Sol. public, static and final

Q7.Which of these data types is used to store command line arguments?

Sol. Array

Q8.How many arguments can be passed to main() ?

Sol. Only 1

Q9.What will be the output of the following Java program, Command line execution is done

as – “java Output This is a command Line”?

```
class Output
{
public static void main(String args[])
{
System.out.print(args[0]);
}
}
```

Sol. This

Q10.What is the value of “d” in the following Java code snippet?

```
double d = Math.round ( 2.5 +
Math.random() );
```

Sol. 3

Q11.Which of these methods is a rounding function of Math class?

Sol. all of the mentioned

Q12. Standard output variable ‘out’ is defined in which class?

Sol. System

Q13.What will be the output of the following Java program?

```
class main_class
{
public static void main(String args[])
{
int x = 9;
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if (x == 9)
{
int x = 8;
System.out.println(x);
}
```

}

}

Sol. 8

Q14.Which of these is the method which is executed first before execution of any other thing takes place in a program?

Sol. main method

Q15.Which of these can be used to differentiate two or more methods having the same

name?

Sol. All of the mentioned

Q16. What will be the output of the following Java program?

```
class Output
{
```

```
static void main(String args[])
{
int x , y = 1;
x = 10;
if(x != 10 && x / 0 == 0)
System.out.println(y);
else
System.out.println(++y);
}
```

Sol. 2

Q17.What will be the output of the following Java program?

```
class area
{
int width;
int length;
```

```
int height;
area()
{
width = 5;
length = 6;
height = 1;
}
void volume()
{
volume = width * height * length;
}
}
class cons_method
{
public static void main(String args[])
{
area obj = new area();
obj.volume();
```

```
System.out.println(obj.volume);
}
}
```

Sol. 30

Q18. Write Syntax to create/define java methods.

Sol. returnType methodName() { // method body }

Q19. Write a java program following instructions

Sol. // Step A: Create a class named Addition

```
class Addition {
    // Initialize sum as 0
    private int sum = 0;

    // Method to add two integers and return the sum
```

```
    public int addTwoInt(int a, int b) {
        sum = a + b;
        return sum;
    }
}

// Step B: Define a class named MethodCall
with the main method
public class MethodCall {
    public static void main(String[] args) {
        // Create an object of the Addition class
        Addition additionObj = new Addition();

        // Call the addTwoInt method using the
instance of the Addition object
        int result = additionObj.addTwoInt(5, 7);

        // Print the sum
```

```
        System.out.println("Sum: " + result);
    }
}
```

Q20. Write a java program following instructions

Sol. // Step A: Define a class named Example

```
class Example {
    // Instance variables
    private int number;
    private String name;

    // Accessor (getter) methods
    public int getNumber() {
        return number;
    }

    public String getName() {
        return name;
```

```
}

// Mutator (setter) methods
public void setNumber(int number) {
    this.number = number;
}

public void setName(String name) {
    this.name = name;
}

// Method to print details
public void printDetails() {
    System.out.println("Name: " + name);
    System.out.println("Number: " + number);
}
}
```

```
// Step B: Define a public class named Demo
(Main Class)
public class Demo {
    public static void main(String[] args) {
        // Create an instance/object of the
Example class
        Example exampleObj = new Example();

        // Set number and name using the
instance created
        exampleObj.setNumber(123);
        exampleObj.setName("Your name");

        // Call the printDetails method using the
instance
        exampleObj.printDetails();
    }
}
```