Exámenes

Self-Assessment Test Theme 1

Volver a la Lista de Examenes

Parte 1 de 3 - 3.0/ 3.0 Puntos

Preguntas 1 de 10

1.0/ 1.0 Puntos. Puntos descontados por fallo: 0.33

Reflection permits (mark the FALSE option):

- A. To obtain and show, during the program execution, the name of all class instances that were created during the execution.
- B. Reading a string from the keyboard and use such a string to create an object with this name.
- C. To infer the axiomatic semantics of the language.
- D. Reading a string from the keyboard and use it to call a method having this name.

Preguntas 2 de 10

1.0/ 1.0 Puntos. Puntos descontados por fallo: 0.33

The assignment of values to global variables, which is usual in imperative languages

- A. is also possible in declarative languages like Haskell.
- B. Enables the possibility of side effects, considered harmful and a main problem of imperative languages.
- C. Can be avoided in object-oriented languages if variables are defined to be public attributes.
- D. Is not allowed in structured languages like C or Pascal.

Preguntas 3 de 10

1.0/ 1.0 Puntos. Puntos descontados por fallo: 0.33

An example of an *untyped* programming language is:

- A. Haskell.
- B. Prolog.
- C. Java.
- D. C.

Parte 2 de 3 - 4.0/ 4.0 Puntos

Preguntas 4 de 10

1.0/ 1.0 Puntos. Puntos descontados por fallo: 0.33

Preguntas 5 de 10

1.0/ 1.0 Puntos. Puntos descontados por fallo: 0.33

In the following fragment of Java code:

```
double myFun(int x, double y){
   return x + y;
}
double myFun(double x, double y){
   return x * y;
}
```

which kind of polymorphism(s) can be found?

- A. Overloading (only).
- B. Coercion (only).
- C. Overloading and genericity.
- D. Overloading and coercion.

Preguntas 6 de 10

1.0/ 1.0 Puntos. Puntos descontados por fallo: 0.33

Indicate which is the result obtained by the following Java code:

```
class Animal{
     public void move(){
          System.out.println("Animals can move");
     }
}
class Dog extends Animal{
     public void move(){
```

Parte 3 de 3 - 3.0/ 3.0 Puntos

Preguntas 8 de 10

1.0/ 1.0 Puntos. Puntos descontados por fallo: 0.33

Which of the following claims is **WRONG**?

- A. A declarative program can be seen as an executable specification.
- B. An imperative program describes a sequence of changes of state.
- C. The logic paradigm is based on first-order logic.
- D. Side-effects are a typical feature of functional languages.

Preguntas 9 de 10

1.0/ 1.0 Puntos. Puntos descontados por fallo: 0.33

Which of the following is **NOT** a feature of the declarative programming paradigm?

- A. Semantics is simpler.
- B. Assignment is destructive, i.e., new values given to a variable destroy any previously associated value.
- C. A declarative program specifies what the solution of a problem is.
- D. The programmer does not need to provide a complete specification of the control aspects of the program.

Preguntas 10 de 10

1.0/ 1.0 Puntos. Puntos descontados por fallo: 0.33

Indicate which of the following sentences about concurrent programming is FALSE:

- A. Semaphores were introduced to synchronize concurrent processes.
- B. Starvation happens when a process cannot access a resource due to its low priority.
- C. Deadlock can happen only between three or more processes that access the same resources.
- D. Data corruption can happen only when two programs write concurrently to the same resource.

- PoliformaT

- UPV
- Powered by Sakai
-