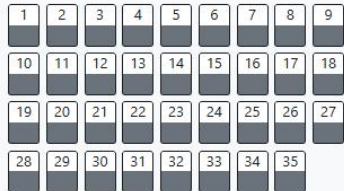


CS23333-Object Oriented Programming Using Java-2023

Quiz navigation



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Status Finished**Started** Monday, 7 October 2024, 5:14 PM**Completed** Monday, 7 October 2024, 5:20 PM**Duration** 6 mins 13 secs**Question 1**

Complete

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Here is a method definition:

```
int compute( int a, double y ){ ... }
```

Which of the following has a different signature?

- ☒ a. `int compute(int a, int y){ ... }`
- ☐ b. `double compute(int sum, double y){ ... }`
- ☐ c. `int compute(int sum, double value){ ... }`
- ☐ d. `double compute(int a, double y){ ... }`

Question 2

Complete

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What is a method's signature?

- ☐ a. The signature of a method is the name of the method and the names of its parameters
- ☐ b. The signature of a method is the name of the method and the type of its return value.
- ☒ c. The signature of a method is the name of the method and the data types of its parameters.
- ☐ d. The signature of a method is the name of the method, its parameter list, and its return type.

Question 3

Complete

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Given the following,

```
1. long test( int x, float y ) {  
2.  
3. }
```



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- ☐ b. The signature of a method is the name of the method and the type of its return value.
- ☒ c. The signature of a method is the name of the method and the data types of its parameters.
- ☐ d. The signature of a method is the name of the method, its parameter list, and its return type.

Question 3

Complete

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Given the following,

```
1. long test( int x, float y) {  
2.  
3. }
```

Which one of the following line inserted at line 2 would not compile?

- ☐ a. return x / 7;
- ☐ b. return (int) 3.14d;
- ☐ c. return (long) y;
- ☒ d. return (y / x);

Question 4

Complete

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Which one of the following is generally a valid definition of an application's main() method ?

- ☐ a. public static void main(String args);
- ☐ b. public static void main(Graphics g);
- ☒ c. public static void main(String [] args);
- ☐ d. public static void main();

Question 5

Complete

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Which of the following is the general scheme for a class definition:

- ☐ a. class ClassName
{



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Question 5

Complete

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[Flag question](#)

Which of the following is the general scheme for a class definition:

- ☐ a. class ClassName
- ```
{
 public static void main (String[] args)
 {
 // entire program goes here
 }
}
```
- ☒ b. class ClassName
- ```
{  
    // Description of the instance variables.  
  
    // Description of the constructors.  
  
    // Description of the methods.  
}
```
- ☐ c. Class ClassName
- ```
{
 // Description of the instance variables.

 // Description of the constructors.

 // Description of the methods.
}
```

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```
}

○ d. ClassName
{
 // Description of the instance variables.

 // Description of the constructors.

 // Description of the methods.
}
```

Question 6

Complete

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1.00[Flag question](#)

Here is the general syntax for method definition:

```
accessModifier returnType methodName(parameterList)
{
 Java statements

 return returnValue;
}
```

What is true for the returnType and the returnValue?

- ☐ a. The returnValue can be any type, but will be automatically converted to returnType when the method returns to the caller.
- ☒ b. The returnValue must be the same type as the returnType, or be of a type that can be converted to returnType without loss of information.
- ☐ c. The returnValue must be exactly the same type as the returnType.
- ☐ d. If the returnType is void then the returnValue can be any type.

Question 7

What term is used for hiding the details of an object from the other parts of a program?

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Question 7

Complete

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What term is used for hiding the details of an object from the other parts of a program?

- ☐ a. Data Mining
- ☐ b. Compilation
- ☐ c. Obfuscation
- ☒ d. Encapsulation

Question 8

Complete

Marked out of 1.00

[Flag question](#)

What attributes do all real world objects have?

- ☐ a. Objects have state and behavior.
- ☐ b. Objects have existence.
- ☐ c. Objects have size and weight.
- ☒ d. Objects have identity, state, and behavior.

Question 9

Complete

Marked out of 1.00

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What attributes do all Software objects have?

- ☐ a. Software objects have RAM, ROM, and processors.
- ☐ b. Software objects have variables and storage.
- ☐ c. Software objects are made of computer components.
- ☒ d. Software objects have identity, state, and behavior.

Question 10

Complete

Marked out of 1.00

[Flag question](#)

When you run a Java application by typing java someClass what is the first method that starts?

- ☐ a. The applet method.
- ☒ b. The main() method of someClass.
- ☐ c. The run() method someClass.
- ☐ d. The someClass method.

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☐ d. The someClass method.

Question 11

Complete

Marked out of 1.00

[Flag question](#)

What is a class?

- ☐ a. A class is a section of computer memory containing objects.
- ☒ b. A class is a description of a kind of object.
- ☐ c. A class is a section of the hard disk reserved for object oriented programs.
- ☐ d. A class is the part of an object that contains the variables.

Question 12

Complete

Marked out of 1.00

[Flag question](#)

What is another name for creating an object?

- ☐ a. initialization
- ☐ b. insubordination
- ☐ c. inheritance
- ☒ d. instantiation

Question 13

Complete

Marked out of 1.00

[Flag question](#)

How many objects of a given class may be constructed in an application?

- ☒ a. As many as the application asks for.
- ☐ b. Only one per class.
- ☐ c. One object per variable.
- ☐ d. Only one per constructor.

Question 14

Complete

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[Flag question](#)

Which of the following invokes the method length() of the object str and stores the result in val?

- ☐ a. val = length( str );

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Question 14

Complete

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Which of the following invokes the method `length()` of the object `str` and stores the result in `val`?

- ☐ a. `val = length(str);`
- ☐ b. `val = length().str`
- ☐ c. `val = length.str()`
- ☒ d. `val = str.length()`

Question 15

Complete

Marked out of 1.00

[Flag question](#)

What is an actual parameter?

- ☐ a. A variable used to control a counting loop.
- ☐ b. The value that is returned by a method.
- ☐ c. The identifier used in a method to stand for the value that is passed into a method by a caller.
- ☒ d. The value that is passed into a method by a caller.

Question 16

Complete

Marked out of 1.00

[Flag question](#)

Each object of the class contains its own copy of instance variables.

- ☒ a. True
- ☐ b. False

Question 17

Complete

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[Flag question](#)

Can you say that behaviour of an object is similar to method of the class?

- ☒ a. True
- ☐ b. False



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Question 17

Complete

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Can you say that behaviour of an object is similar to method of the class?

- ☒ a. True
- ☐ b. False

Question 18

Complete

Marked out of 1.00

[Flag question](#)

```
public class Test1 {
 int i = 10;
 public static void main(String[] args) {
 int i = 50;
 System.out.println(i);
 Test1 obj = new Test1();
 obj.printNumber(obj.i);
 }
 public void printNumber(int i) {
 System.out.println(i);
 }
}
```

What will be the output?

- ☐ a. 50
- ☐ b. Compilation error because of duplicate variable
- ☐ c. Compilation error because static method is accessing nonstatic data member
- ☒ d. 50



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- ☒ d. 50  
10

Question 19

Complete

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```
class Test {
 int x = 20;

 void display(int x) {
 System.out.println(x);
 System.out.println(this.x);
 }

 public static void main(String[] args) {
 Test t = new Test();
 t.display(30);
 }
}
```

What is the output of the above program?

- ☐ a. 20  
30  
☒ b. 30  
20  
☐ c. 20  
20  
☐ d. 30  
30

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30

Question 20

Complete

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What is the widest valid returnType for method A in line 3?

```
public class ReturnIt {
 returnType methodA(byte x, double y) /* Line 3 */
 {
 return (long) x / y * z;
 }
}
```

- ☐ a. float
- ☐ b. int
- ☒ c. double
- ☐ d. long

Question 21

Complete

Marked out of 1.00

[Flag question](#)

What are not the characteristics of object?

- ☐ a. identity
- ☐ b. behaviours
- ☐ c. state
- ☒ d. variables

Question 22

Complete

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What is the output of the following program?

```
public class Employee {
```

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Question **22**

Complete

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1.00[Flag question](#)

What is the output of the following program?

```
public class Employee {
 public String firstName;
 public String lastName;
 public int age;
 public char gender;

 public Employee(String firstNameForThisObject, String lastNameForThisObject, char gender) {
 firstName = firstNameForThisObject;
 lastName = lastNameForThisObject;
 gender = gender;
 }

 public static void main(String[] args) {
 Employee employee = new Employee("firstNameForThisObject", "lastNameForThisObject", 'M');
 System.out.println("first name is:" + employee.firstName);
 System.out.println("last name is:" + employee.lastName);
 System.out.println("age is:" + employee.age);
 System.out.println("gender is:" + employee.gender);
 }
}
```

☐ a. Runtime error

☐ b. first name is:firstNameForThisObject  
last name is:lastNameForThisObject  
age is:0

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- ☐ a. Runtime error
- ☐ b. first name is:firstNameForThisObject  
last name is:lastNameForThisObject  
age is:0  
gender is:
- ☒ c. first name is:firstNameForThisObject  
last name is:lastNameForThisObject  
age is:0  
gender is:M
- ☐ d. Compilation error

Question 23

Complete

Marked out of 1.00

[Flag question](#)

You read the following statement in a Java program that compiles and executes.

```
submarine.dive(depth);
```

- ☐ a. depth must be an int
- ☐ b. submarine must be a method
- ☒ c. dive must be a method.
- ☐ d. dive must be the name of an instance field
- ☐ e. submarine must be the name of a interface

Question 24

Complete

Marked out of 1.00

[Flag question](#)

Which of the following statement is TRUE with respect to class and members of a class?

- ☐ a. It is mandatory to use an access specifier along with declaration statement of a member variable
- ☐ b. It is mandatory to initialize member variables while declaring them in a class.
- ☐ c. It is mandatory for every class to declare a main() method inside it.

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Question 24

Complete

Marked out of 1.00

[Flag question](#)

Which of the following statement is TRUE with respect to class and members of a class?

- ☐ a. It is mandatory to use an access specifier along with declaration statement of a member variable
- ☐ b. It is mandatory to initialize member variables while declaring them in a class.
- ☐ c. It is mandatory for every class to declare a main() method inside it.
- ☒ d. It is mandatory to specify return type along with the method definition in a class.

Question 25

Complete

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There can be more than one java class in same file if.

- ☐ a. All classes are having public access modifier
- ☐ b. All the classes are having private access modifier
- ☒ c. Only 1 class has public access modifier and has the same name as the .java file
- ☐ d. All classes are having protected access modifier

Question 26

Complete

Marked out of 1.00

[Flag question](#)

How many references can there be to a single object?

- ☒ a. There can be any number of references, held in any number of variables and parameters (as long as they are of the correct type.)
- ☐ b. Two: one in a caller and one in the called method.
- ☐ c. Three: the original reference, and one reference each for a formal and an actual parameter.
- ☐ d. Only one.

Question 27

Complete

Marked out of 1.00

[Flag question](#)

What is the stored in the object obj in following lines of code?

box obj;

- ☐ a. Memory address of allocated memory of object
- ☐ b. Garbage

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Question 27

Complete

Marked out of 1.00

[Flag question](#)☐ d. Only one.

What is stored in the object obj in following lines of code?

box obj;

- ☐ a. Memory address of allocated memory of object
- ☐ b. Garbage
- ☐ c. Any arbitrary pointer
- ☒ d. NULL

Question 28

Complete

Marked out of 1.00

[Flag question](#)

Which of these keywords is used to make a class?

- ☐ a. None of the mentioned
- ☒ b. class
- ☐ c. int
- ☐ d. struct

Question 29

Complete

Marked out of 1.00

[Flag question](#)

Which of the following is a valid declaration of an object of class Box?

- ☒ a. Box obj = new Box();
- ☐ b.
- ☐ c. new Box obj;
- ☐ d. obj = new Box();
- ☐ e. Box obj = new Box;

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Question 30

Complete

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[Flag question](#)

Which of these operators is used to allocate memory for an object?

- ☐ a. give
- ☐ b. malloc
- ☐ c. alloc
- ☒ d. new

Question 31

Complete

Marked out of 1.00

[Flag question](#)

Which of these statement is incorrect?

- ☒ a. Every class must contain a main() method
- ☐ b. main() method must be made public
- ☐ c. There can be only one main() method in a program
- ☐ d. Applets do not require a main() method at all

Question 32

Complete

Marked out of 1.00

[Flag question](#)

What is the output of this program?

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



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Question 32

Complete

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[Flag question](#)

What is the output of this program?

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

- ☒ a. Compilation Error
- ☐ b. 8
- ☐ c. Runtime Error
- ☐ d. 9

Question 33

Complete

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[Flag question](#)

What is the output of this program?

```
class box
{
 int width;
 int height;
 int length;
```

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Question **33**

Complete

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1.00[Flag question](#)

What is the output of this program?

```
class box
{
 int width;
 int height;
 int length;
}
class mainclass
{
 public static void main(String args[])
 {
 box obj = new box();
 obj.width = 10;
 obj.height = 2;
 obj.length = 10;
 int y = obj.width * obj.height * obj.length;
 System.out.print👉 ;
 }
}
```

- ☒ a. 200
- ☐ b. 12
- ☐ c. 400
- ☐ d. 100

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Question **34**

Complete

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1.00[Flag question](#)

What is the output of this program?

```
class box
{
 int width;
 int height;
 int length;
}
class mainclass
{
 public static void main(String args[])
 {
 box obj1 = new box();
 box obj2 = new box();
 obj1.height = 1;
 obj1.length = 2;
 obj1.width = 1;
 obj2 = obj1;
 System.out.println(obj2.height);
 }
}
```

- ☐ a. 2
- ☐ b. Garbage Value
- ☐ c. Runtime error
- ☒ d. 1

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- ☐ c. Runtime error
- ☒ d. 1

Question 35

Complete

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[Flag question](#)

What is the output of this program?

```
class box
{
 int width;
 int height;
 int length;
}
class mainclass
{
 public static void main(String args[])
 {
 box obj = new box();
 System.out.println(obj);
 }
}
```

- ☐ a. 1
- ☒ b. classname@hashcode in hexadecimal form
- ☐ c. Runtime error
- ☐ d. 0

[Finish review](#)