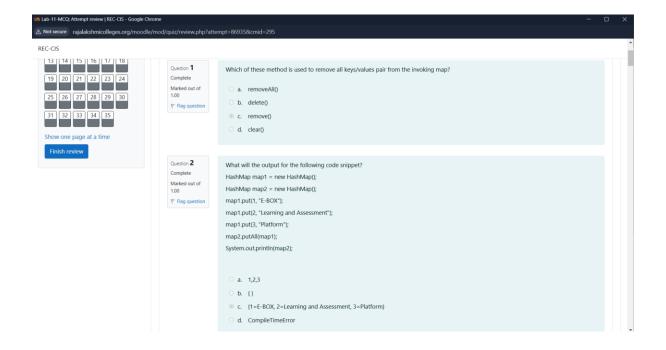
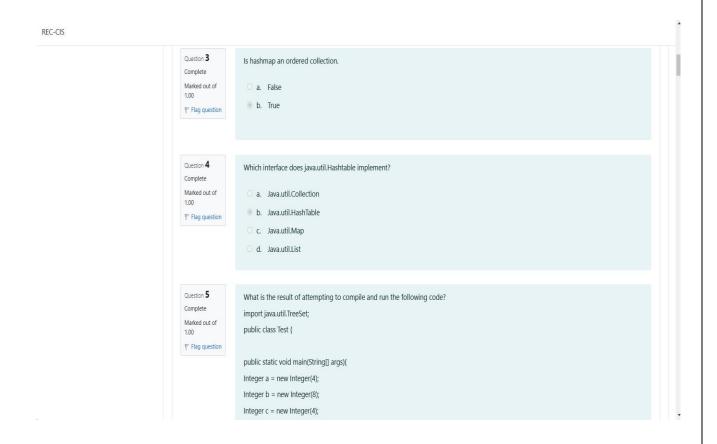
## **WEEK 11**





```
Question 6
Complete
Marked out of
1.00
Flag question
```

```
What is the output of this program?

import java.util.*;

class Maps {

public static void main(String args[]) {

HashMap obj = new HashMap();

obj.put("A", new Integer(1));

obj.put("C", new Integer(2));

obj.put("C", new Integer(3));

System.out.println(obj);

}

a. {A, B, C}

b. {A-1, B-1, C-1}

c. {A=1, B=2, C=3}

d. {A, 1, B, 1, C, 1}
```

Question **7**Complete
Marked out of 1.00

Which of these method Map class is used to obtain an element in the map having specified key?

e. The before() method will throw an exception at runtime

oa. look()

Question **8**Complete

Marked out of 1.00

▼ Flag question

```
Given:

public static void before() {

Set set = new TreeSet();

set.add("2");

set.add(3);

set.add("1");

Iterator it = set.iterator();

while (it.hasNext())

System.out.print(it.next() + " ");

}

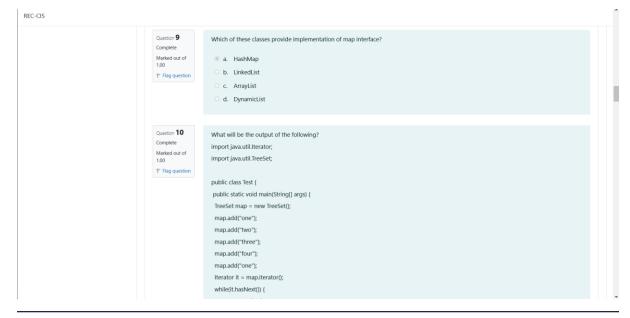
Which of the following statements are true?

a. The before() method will print 1 2

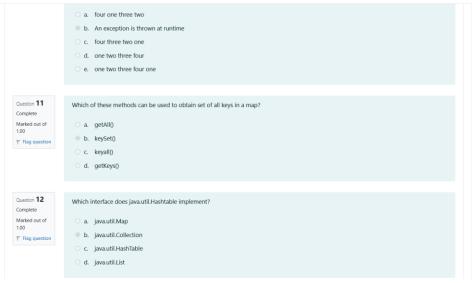
b. The before() method will print three numbers, but the order cannot be determined

c. The before() method will not compile

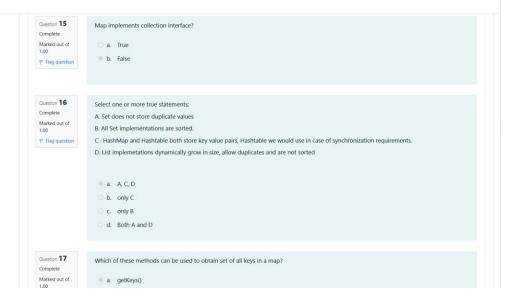
d. The before() method will print 1 2 3
```



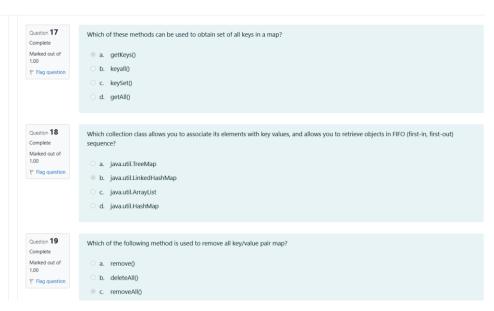
REC-CIS



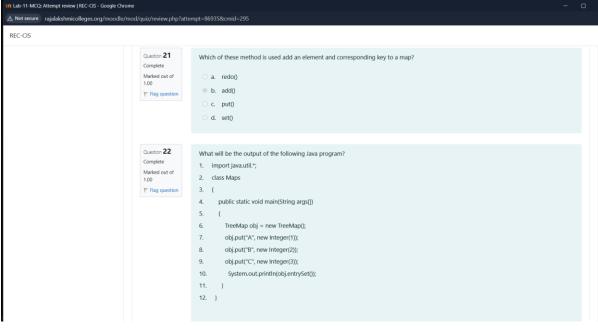
REC-CIS Question 13 Which of these method is used add an element and corresponding key to a map? Complete Marked out of 1.00 a. add() o b. set() ₹ Flag question od. put() Question 14 Which code will sort the keys of props hashmap? Complete HashMap props=new HashMap(); Marked out of 1.00 props.put("Key45","value45"); ♥ Flag question props.put("Key24","value24"); props.put("Key33","value33"); Set s=props.keySet(); //insert code here a. Array.sort(s) b. Collections.sort(s); o c. s=new TreeSet(s) d. s=new SortedSet(s);



## REC-CIS



Question 20 What will be the output of the following Java code snippet? Complete Marked out of 1. public class Demo 1.00 2. { Flag question 3. public static void main(String[] args) 4. { 5. Map<Integer, Object> sampleMap = new TreeMap<Integer, Object>(); 6. sampleMap.put(1, null); 7. sampleMap.put(5, null); 8. sampleMap.put(3, null); 9. sampleMap.put(2, null); 10. sampleMap.put(4, null); 11. 12. System.out.println(sampleMap); 13. } 14.} o a. Exception is thrown b. {5=null} o. {1=null, 5=null, 3=null, 2=null, 4=null} ○ d. {1=null, 2=null, 3=null, 4=null, 5=null}



REC-CIS

```
a. [A, B, C]
                      ○ b. {A=1, B=2, C=3}
                     ◎ c. [A=1, B=2, C=3]
                     O d. [1, 2, 3]
Question 23
Complete
                    What happens if we put a key object in a HashMap which exists?
Marked out of
1.00
                     a. The old object is removed from the map

    b. It throws an exception as the key already exists in the map

P Flag question
                     O c. The new object is discarded
                     O d. The new object replaces the older object
Question 24
                    Which interface provides the capability to store objects using a key-value pair?
Complete
Marked out of
1.00
                     a. Java.util.Map
                     O b. Java.util.List
P Flag question
                     o c. Java.util.Set
                     d. Java.util.Collection
```

REC-CIS

```
Question 25
                     What will be the output of the following Java program?
Complete
                        1. import java.util.*;
Marked out of
1.00
                        2. class Maps

₱ Flag question

                       3. {
                        4. public static void main(String args[])
                       5. {
6. HashMap obj = new HashMap();
7. obj.put("A", new Integer(1));
8. obj.put("B", new Integer(2));
9. obj.put("C", new Integer(3));
                        10. System.out.println(obj);11. }
                        12. }
                         ○ a. {A, B, C}
                         ○ b. {A=1, B=2, C=3}
                         ⊚ c. {A 1, B 1, C 1}
                         Od. {A-1, B-1, C-1}
```

REC-CIS

```
Question 26
                 Given:
                   TreeSet map = new TreeSet();
Marked out of
1.00
                   map.add("one");
                   map.add("two");
F Flag question
                    map.add("three");
                    map.add("four");
                    map.add("one");
                    Iterator it = map.iterator();
                    while (it.hasNext() ) {
                    System.out.print( it.next() + " " );
                    What is the result?

    a. four one three two

                    b. An exception is thrown at runtime.
                     oc. four three two one

    d. one two three four one

                    e. one two three four
```

