

1. What does the `this` keyword refer to in a Java class?

- A) The class itself
 - B) The current object instance
 - C) A static reference
 - D) The parent class
-

2. Consider the following code:

```
public class Demo {  
    int a = 10;  
    void display() {  
        System.out.println(this.a);  
    }  
}
```

What will be printed when `display()` is called on a `Demo` object?

- A) 0
 - B) 10
 - C) A memory address
 - D) A compile-time error
-

3. Examine the following setter method:

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

How does `this` help in the `setName` method?

- A) It distinguishes between the instance variable and the parameter
 - B) It calls a static method
 - C) It declares a new variable
 - D) It resets the variable to its default value
-

4. Look at the static method example:

```
public class StaticTest {  
    static int count = 5;  
    public static void printCount() {  
        // Uncommenting the following line will cause a compile-time error:  
        // System.out.println(this.count);  
    }  
}
```

Why would using `this` inside a static method cause an error?

- A) Because `this` is not accessible in a static context
- B) Because `this` can only be used in constructors
- C) Because static methods do not have parameters
- D) Because static methods cannot reference any class members

5. Consider the code snippet:

```
public class Test {  
    public void show() {  
        System.out.println("Display method called");  
    }  
    public void display() {  
        this.show();  
    }  
}
```

What does the statement `this.show();` do?

- A) Calls a static method
- B) Calls the `show()` method of the current object
- C) Creates a new object
- D) Calls a method from the parent class

6. Which of the following statements about `this` is TRUE?

- A) It can only be used in constructors
- B) It always refers to the current object
- C) It is a reference to the parent class
- D) It can be used in static methods

7. Given the code below, what will be printed when `display()` is invoked?

```
public class Sample {  
    String text = "Java";  
    public void display() {  
        String text = "Hello";  
        System.out.println(this.text);  
    }  
}
```

- A) Hello
- B) Java
- C) null
- D) A compile-time error

8. Examine the following inner class usage:

```
public class Outer {  
    int x = 100;  
    class Inner {  
        int x = 50;  
        void display() {  
            System.out.println(Outer.this.x);  
        }  
    }  
}
```

How does the inner class reference the outer class's instance variable?

- A) Using `this.x`
- B) Using `Outer.this.x`
- C) Using `super.x`
- D) Using `Inner.this.x`

9. Consider this fluent-style method:

```
public class Fluent {  
    int value;  
    public Fluent setValue(int value) {  
        this.value = value;  
        return this;  
    }  
}
```

What design pattern is illustrated by returning `this` in the `setValue` method?

- A) Singleton Pattern
- B) Builder/Fluent Pattern
- C) Factory Pattern
- D) Adapter Pattern

10. Why is `this` not allowed in a static method?

- A) Because static methods have no access to instance-specific data
- B) Because static methods are only used for object creation
- C) Because using `this` creates a new object
- D) Because `this` must be used only in constructors

11. In the context of inheritance, what is the difference between `this` and `super`?

- A) `this` refers to the current instance, while `super` refers to the immediate parent class
- B) `this` is for static members, while `super` is for instance members
- C) They both refer to the same object
- D) `this` can only be used in inner classes

12. Analyze the builder pattern example:

```
public class Car {  
    String color;  
    public Car setColor(String color) {  
        this.color = color;  
        return this;  
    }  
}
```

What is the benefit of returning `this` in the `setColor` method?

- A) It allows for method chaining
 - B) It creates a new object
 - C) It resets the object's state
 - D) It overrides the default method
-

13. Review the event handling example:

```
public class ButtonHandler implements ActionListener {
    public void actionPerformed(ActionEvent e) {
        processEvent(this);
    }
    void processEvent(ButtonHandler handler) {
        // Process the event using handler
    }
}
```

In this context, what does passing this achieve?

- A) It passes the current instance as the event source
- B) It creates a new event
- C) It calls a static method
- D) It references a null object

14. Consider the following code:

```
public class Calculator {
    public int add(int a, int b) {
        return a + b;
    }
    public void compute() {
        int result = this.add(5, 10);
        System.out.println(result);
    }
}
```

How does this.add(5, 10) function in the compute method?

- A) It calls a static method
- B) It invokes the add method of the current object
- C) It creates a new Calculator object
- D) It references the parent class method

15. Review the following method that resolves variable shadowing:

```
public class Employee {
    String id;
    public void updateId(String id) {
        this.id = id;
    }
}
```

How does the statement this.id = id; resolve the shadowing issue?

- A) It assigns the parameter id to the instance variable
- B) It assigns a new value to the parameter
- C) It creates a new variable named id
- D) It calls a method named id

16. Examine this update method:

```
public class Sample {  
    int data;  
    public Sample update(int data) {  
        this.data = data;  
        return this;  
    }  
}
```

What is the purpose of returning `this` from the `update` method?

- A) To enable method chaining
- B) To create a new instance
- C) To reset the object's state
- D) To call a static method

17. Look at the following fluent interface example:

```
public class Fluent {  
    int count;  
    public Fluent setCount(int count) {  
        this.count = count;  
        return this;  
    }  
    public Fluent increment() {  
        this.count++;  
        return this;  
    }  
}
```

What concept does this code demonstrate?

- A) Method chaining
- B) Method overloading
- C) Static binding
- D) Late binding

18. Consider this example where `this` is passed to another method:

```
public class Processor {  
    public void process() {  
        log(this);  
    }  
    public void log(Processor p) {  
        System.out.println("Logging processor: " + p);  
    }  
}
```

What is the main benefit of passing `this` to the `log` method?

- A) It logs the current object's reference
 - B) It creates a new `Processor` object
 - C) It resets the object state
 - D) It calls a static `log` method
-

19. Which scenario best illustrates method chaining using the `this` keyword?
- A) Each method returns a new object
 - B) Each method returns the current object to allow successive method calls
 - C) Using `this` to access static members
 - D) Using `this` exclusively in constructors
-

20. How can `this` be used to differentiate between instance variables and parameters in a method?
- A) By automatically renaming the variables
 - B) By explicitly referencing the instance variable with `this`
 - C) By converting instance variables to static members
 - D) By using a different data type
-

21. Consider the following code:

```
public class NumberPrinter {  
    int number = 20;  
    public void printNumber() {  
        System.out.println(this.number);  
    }  
}
```

What will be the output when `printNumber()` is called on a `NumberPrinter` object?

- A) 0
 - B) 20
 - C) A memory address
 - D) A compile-time error
-
22. Can `this` be used inside a lambda expression to refer to the current instance?
- A) No, `this` is not allowed in lambda expressions
 - B) Yes, it refers to the lambda expression itself
 - C) Yes, it refers to the enclosing instance of the class
 - D) Yes, it creates a new instance of an anonymous class
-
23. In a scenario with multiple inner classes, how can you refer to the outer class's instance?
- A) Using `this`
 - B) Using `OuterClassName.this`
 - C) Using `super.this`
 - D) Using `InnerClass.this`
-
24. Which statement correctly describes returning `this` from a method?
- A) It always returns a new object
 - B) It provides a reference to the current object for method chaining
 - C) It returns a copy of the object
 - D) It returns a reference to the superclass
-
25. Examine the following code snippet:

```
public class Counter {  
    int count = 0;  
    public void increment() {  
        this.count++;  
        System.out.println("Count is: " + this.count);  
    }  
}
```

What will be the output after calling `increment()` twice on a `Counter` object?

- A) "Count is: 1" followed by "Count is: 2"
 - B) "Count is: 0" twice
 - C) "Count is: 2" followed by "Count is: 4"
 - D) A compile-time error
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