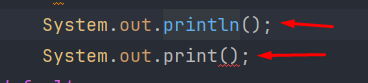
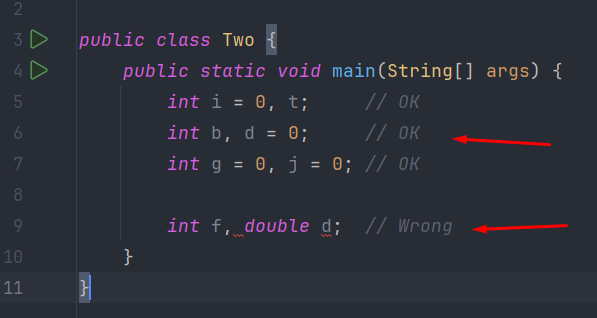
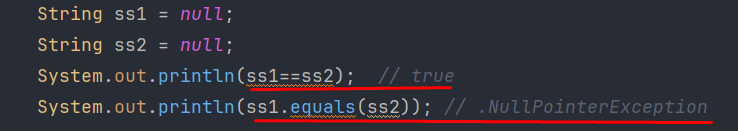
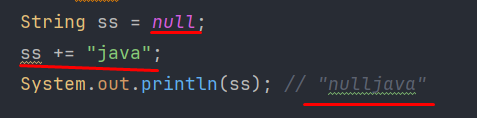
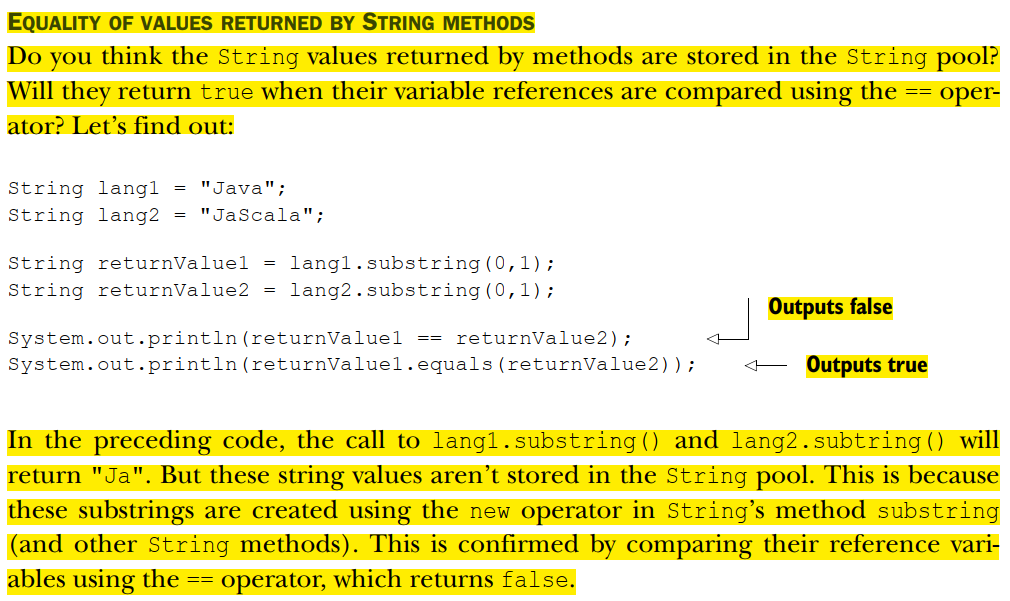
1. Pastdagi 2 ta ifodadan birinchisi to’g’ri, chunki println() ni o’zini unga hech qanday qiymat bermay yozsak bo’ladi, bunday holatda yangi qatorga o’tishni bildiradi. Ikkinchisi esa noto’g’ri, chunki 2 print() method o’ziga qandaydir bo’lsa ham qiymat olishi shart:



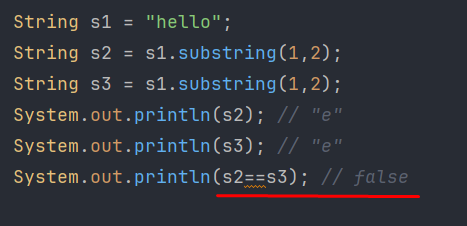


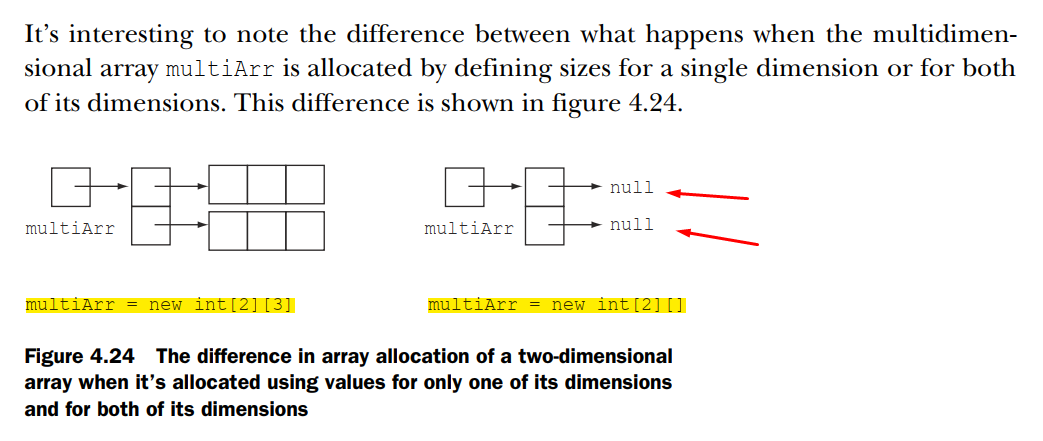




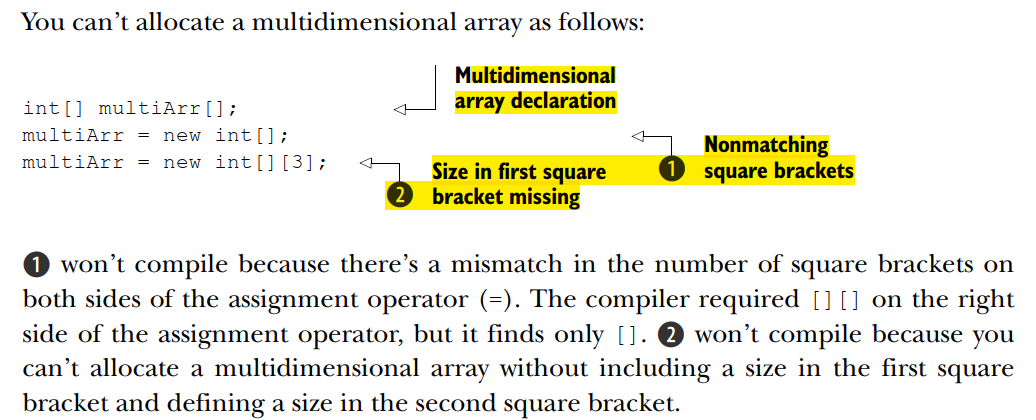


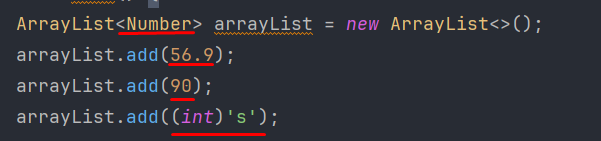
1. Substring() methodi yangi object qaytargani uchun s2 va s3 da gi “e” qiymat string poolda emas, balki heap da saqlanadi. Chunki substring() methodi yangi object qaytaradi, yangi objectlar esa doim heap da saqlanadi. Xattoki ularni qiymati bir xil bo’lsa hamki, ular alohida reference da joylashgan bo’ladi. Shuning uhcun s2==s3; ifoda false qiymat qaytardi:



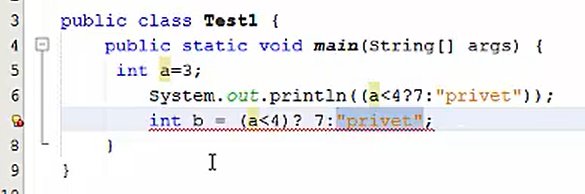


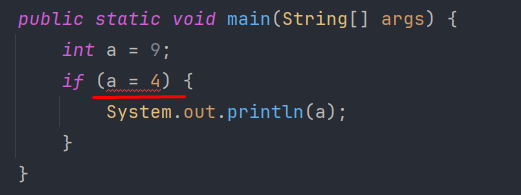
1. Arrayni e’lon qilishdagi xato holatlar:



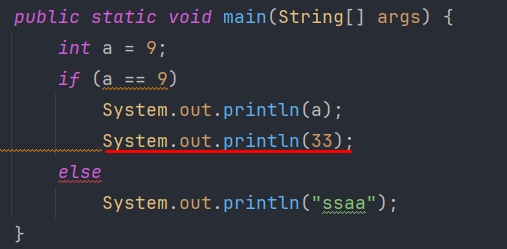


1. Pastdagi **7**-qatordagi ifodada xatolik chiqishiga sabab, ternary operatorda **“privet”** string qiymat ham qaytib qolishi mumkin, bunday vaziyatda **int** typega **string** ni o’zlashtira olmaymiz. Xatolik beradi:

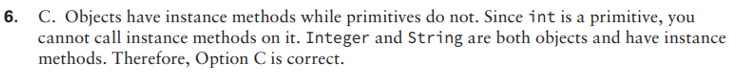


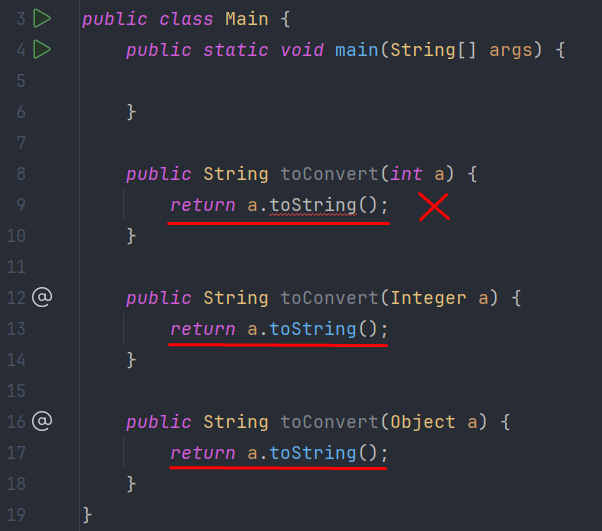


1. Xatolik beradi compile time da:



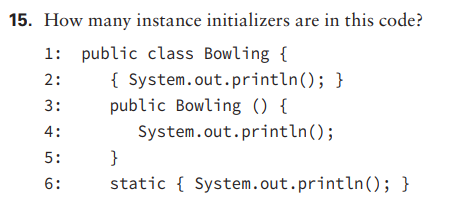
1. Pastdagi misolda **9**-qatorda xato chiqqanini sababi, **int a** o’zgaruvchimiz primitive type bo’lgani uchun, primitive typelarda hech qanday methodlar bo’lmaydi. **Integer a** va **Object a** lar class bo’lgani uchun ular object hisoblanadi. Objectlarni esa **toString()** methodi bor. Pastdagi izohda ham shu narsa yozilgan:

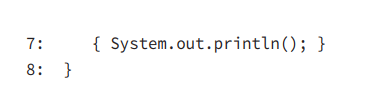




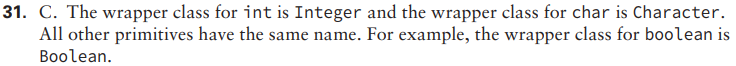
1. Pastdagi misolda 2 ta instance o’zgaruvchiga boshlang’ich qiymat beradigan bor 2-va 7-qatorlar dir:

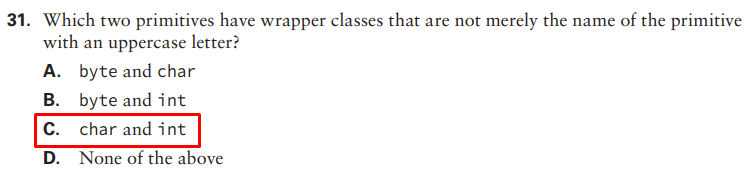




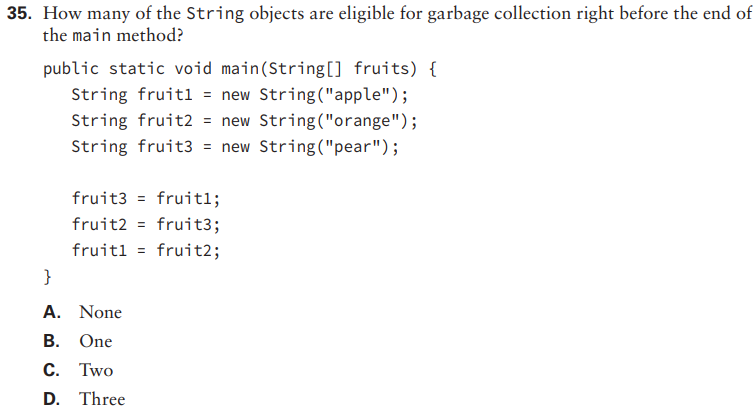


1. Pastdagi misolda **char** va **int** primitive typelarni wrapper classlari shunchaki nomini katta harfga o’girsak bir xil bo’lmaydi. Ularniki **char** niki **Character**, **int** niki **Integer** bo’ladi:









Pastdagi chizmada misolni chizmasi chizib ko’rsatilgan. Qora rangli strelkalar o’zgarishdan oldingi holat, yashil rengli strelkalar esa o’cgarishdan keyingi holat aks etgan:

