

Oracle 1Z0-803 Exam Questions & Answers

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Oracle 1Z0-803 Exam Questions & Answers

Exam Name: Java SE 7 Programmer I

For Full Set of Questions please visit: <http://www.realtests.com/exam/1z0-803.htm>

Realtests

QUESTION 1

Given the code fragment:

```
int [] [] array2D = {{0, 1, 2}, {3, 4, 5, 6}};  
system.out.print (array2D[0].length+ "" );  
system.out.print(array2D[1].getClass(). isArray() + ""); system.out.println (array2D[0][1]);  
What is the result?
```

- A. 3false1
- B. 2true3
- C. 2false3
- D. 3true1
- E. 3false3
- F. 2true1
- G. 2false1

Correct Answer: D

Section: (none)

Explanation

Explanation/Reference:

Explanation:

The length of the element with index 0, {0, 1, 2}, is 3. Output: 3 The element with index 1, {3, 4, 5, 6}, is of type array. Output: true The element with index 0, {0, 1, 2} has the element with index 1: 1. Output: 1

QUESTION 2

View the exhibit:

```
public class Student {  
    public String name = "";  
    public int age = 0;  
    public String major = "Undeclared";  
    public boolean fulltime = true;  
  
    public void display() {  
        System.out.println("Name: " + name + " Major: " + major);  
    }  
    public boolean isFullTime() {  
        return fulltime;  
    }  
}
```

Given:

```
Public class TestStudent {  
    Public static void main(String[] args) {
```



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```
Student bob = new Student ();  
Student jian = new Student();  
bob.name = "Bob";  
bob.age = 19;
```

```
jian = bob; jian.name = "Jian";  
System.out.println("Bob's Name: " + bob.name);  
}  
}
```

What is the result when this program is executed?

- A. Bob's Name: Bob
- B. Bob's Name: Jian
- C. Nothing prints
- D. Bob's name

Correct Answer: B

Section: (none)

Explanation

Explanation/Reference:

Explanation:

After the statement `jian = bob`; the `jian` will reference the same object as `bob`.

QUESTION 3

Given the code fragment:

```
String valid = "true";  
if (valid) System.out.println ("valid");  
else system.out.println ("not valid");  
What is the result?
```

- A. Valid
- B. not valid
- C. Compilation fails
- D. An `IllegalArgumentException` is thrown at run time

Correct Answer: C

Section: (none)

Explanation

Explanation/Reference:

Explanation:

In segment 'if (valid)' `valid` must be of type `boolean`, but it is a `string`.
This makes the compilation fail.



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QUESTION 4

Given:

```
public class ScopeTest {  
    int z;  
    public static void main(String[] args){  
        ScopeTest myScope = new ScopeTest();  
        int z = 6;  
        System.out.println(z);  
    }  
}
```

```

myScope.doStuff();
System.out.println(z);
System.out.println(myScope.z);
}
void doStuff() {
int z = 5;
doStuff2();
System.out.println(z);
}
void doStuff2() {
z=4;
}
}

```

What is the result?

- A.
- B.
- C.
- D.

Correct Answer: A

Section: (none)

Explanation

Explanation/Reference:



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Explanation:

Within main z is assigned 6. z is printed. Output: 6

Within doStuff z is assigned 5. DoStuff2 locally sets z to 4 (but MyScope.z is set to 4), but in doStuff z is still 5. z is printed. Output: 5

Again z is printed within main (with local z set to 6). Output: 6 Finally MyScope.z is printed. MyScope.z has been set to 4 within doStuff2(). Output: 4

QUESTION 5

Which two are valid instantiations and initializations of a multi dimensional array?

- A. `int [] [] array 2D = { { 0, 1, 2, 4} {5, 6}};`
- B. `int [] [] array2D = new int [2] [2];`
`array2D[0] [0] = 1;`
`array2D[0] [1] = 2;`
`array2D[1] [0] = 3;`
`array2D[1] [1] = 4;`
- C. `int [] [] [] array3D = {{0, 1}, {2, 3}, {4, 5}};`
- D. `int [] [] [] array3D = new int [2] [2] [2];`
`array3D [0] [0] = array;`
`array3D [0] [1] = array;`
`array3D [1] [0] = array;`
`array3D [0] [1] = array;`
- E. `int [] [] array2D = {0, 1};`

Correct Answer: BD

Section: (none)

Explanation

Explanation/Reference:

Explanation:

In the Java programming language, a multidimensional array is simply an array whose components are themselves arrays.

QUESTION 6

An unchecked exception occurs in a method dosomething(). Should other code be added in the dosomething() method for it to compile and execute?

- A. The Exception must be caught
- B. The Exception must be declared to be thrown.
- C. The Exception must be caught or declared to be thrown.



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- D. No other code needs to be added.

Correct Answer: C

Section: (none)

Explanation

Explanation/Reference:



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Explanation:

Valid Java programming language code must honor the Catch or Specify Requirement. This means that code that might throw certain exceptions must be enclosed by either of the following:

- * A try statement that catches the exception. The try must provide a handler for the exception, as described in Catching and Handling Exceptions.

- * A method that specifies that it can throw the exception. The method must provide a throws clause that lists the exception, as described in Specifying the Exceptions Thrown by a Method. Code that fails to honor the Catch or Specify Requirement will not compile.

QUESTION 7

Given the code fragment:

```
int b = 4;  
b -- ;  
System.out.println (-- b);  
System.out.println(b);  
What is the result?
```

- A. 2
- B. 1
- C. 3
- D. 3

Correct Answer: A

Section: (none)

Explanation

Explanation/Reference:

Explanation:

Variable b is set to 4.

Variable b is decreased to 3.

Variable b is decreased to 2 and then printed. Output: 2 Variable b is printed. Output: 2

QUESTION 8

Given the code fragment:

```
interface SampleClosable {
    public void close () throws java.io.IOException;
}
```

Which three implementations are valid?



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- A.

```
public class Test implements SampleCloseable {
    Public void close () throws java.io.IOException {
        // do something
    }
}
```
- B.

```
public class Test implements SampleCloseable {
    Public void close () throws Exception {
        // do something
    }
}
```
- C.

```
public class Test implementations SampleCloseable {
    Public void close () throws Exception {
        // do something
    }
}
```
- D.

```
public class Test extends SampleCloseable {
    Public void close () throws java.IO.IOException {
        // do something
    }
}
```

Correct Answer: D

Section: (none)

Explanation

Explanation/Reference:

Explanation:

To declare a class that implements an interface, you include an implements clause in the class declaration. One interface might extend another interface, but a class cannot extend an interface. Checked exceptions are subject to the Catch or Specify Requirement. All exceptions are checked exceptions, except for those indicated by Error, RuntimeException, and their subclasses.

QUESTION 9

Given the code fragment:

```
Int [] [] array = {{0}, {0, 1}, {0, 2, 4}, {0, 3, 6, 9}, {0, 4, 8, 12, 16}}; System.out.println(array [4] [1]);
System.out.println (array) [1][4]);
int [] [] array = {{0}, {0, 1}, {0, 2, 4}, {0, 3, 6, 9}, {0, 4, 8, 12, 16}}; System.out.println(array [4][1]);
System.out.println(array) [1][4]);
```

What is the result?



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- A. 4
Null
- B. Null
- C. An IllegalArgumentException is thrown at run time
- D. 4
An ArrayIndexOutOfBoundsException is thrown at run time

Correct Answer: D

Section: (none)

Explanation

Explanation/Reference:

Explanation:

The first println statement, System.out.println(array [4][1]);, works fine. It selects the element/array with index 4, {0, 4, 8, 12, 16}, and from this array it selects the element with index 1, 4. Output: 4 The second println statement, System.out.println(array) [1][4]);, fails. It selects the array/element with index 1, {0, 1}, and from this array it try to select the element with index 4. This causes an exception.

Output:

Exception in thread "main" java.lang.ArrayIndexOutOfBoundsException: 4

QUESTION 10

Given:

```
public class DoCompare1 {
public static void main(String[] args) {
String[] table = {"aa", "bb", "cc"};
for (String ss: table) {
int ii = 0;
while (ii < table.length) {
System.out.println(ss + ", " + ii);
ii++;
}
}
}
```

How many times is 2 printed as a part of the output?

- A. Zero
- B. Once
- C. Twice
- D. Thrice
- E. Compilation fails.

Correct Answer: C

Section: (none)

Explanation

Explanation/Reference:



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Explanation:

The for statement, for (String ss: table), is executed one time for each of the three elements in table.

The while loop will print a 2 once for each element.

Output:

```
aa, 0
aa, 1
aa, 2
bb, 0
bb, 1
bb, 2
cc, 0
cc, 1
cc, 2
```

QUESTION 11

Given:

```
import java.io.IOException;
public class Y {
    public static void main(String[] args) {
        try {
            doSomething();
        }
        catch (RuntimeException e) {
            System.out.println(e);
        }
    }
    static void doSomething() {
        if (Math.random() > 0.5) throw new IOException();
        throw new RuntimeException();
    }
}
```

Which two actions, used independently, will permit this class to compile?

- A. Adding throws IOException to the main() method signature
- B. Adding throws IOException to the doSomething() method signature
- C. Adding throws IOException to the main() method signature and to the doSomething() method
- D. Adding throws IOException to the doSomething() method signature and changing the catch argument to

IOException

- E. Adding throws IOException to the main() method signature and changing the catch argument to IOException

Correct Answer: CD

Section: (none)

Explanation

Explanation/Reference:

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Explanation:

The IOException must be caught or be declared to be thrown. We must add a throws exception to the doSomething () method signature (static void doSomething() throws IOException).

Then we can either add the same throws IOException to the main method (public static void main(String[] args) throws IOException), or change the catch statement in main to IOException.

QUESTION 12

Given:

```
class X {  
    String str = "default";  
    X(String s) { str = s;}  
    void print () { System.out.println(str); }  
    public static void main(String[] args) {  
        new X("hello").print();  
    }  
}
```

What is the result?

- A. hello
- B. default
- C. Compilation fails
- D. The program prints nothing
- E. An exception is thrown at run time

Correct Answer: A

Section: (none)

Explanation

Explanation/Reference:

Explanation:

The program compiles fine.

The program runs fine.

The output is: hello

QUESTION 13

Given:

```
public class SampleClass {  
    public static void main(String[] args) {  
        AnotherSampleClass asc = new AnotherSampleClass();  
        SampleClass sc = new SampleClass();  
        // TODO code application logic here  
    }  
}
```



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```
class AnotherSampleClass extends SampleClass {  
}
```

Which statement, when inserted into line "// TODO code application logic here ", is valid change?

- A. asc = sc;
- B. sc = asc;
- C. asc = (object) sc;
- D. asc = sc.clone ()

Correct Answer: B

Section: (none)

Explanation

Explanation/Reference:

Explanation:

Works fine.

Incorrect answers:

asc = sc.clone();

Incompatible types.

asc =sc;

Incompatible types.

asc = (object) sc;

Syntax error

QUESTION 14

Given the code fragment:

```
System.out.println("Result: " + 2 + 3 + 5);
```

```
System.out.println("Result: " + 2 + 1 * 5);
```

What is the result?

- A. Result: 10
Result: 30
- B. Result: 10
Result: 25
- C. Result: 235
Result: 215
- D. Result: 215
Result: 215
- E. Compilation fails

Correct Answer: C

Section: (none)

Explanation

Explanation/Reference:

Explanation:

String concatenatio is produced.

The output is:
Result: 235

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Result: 215

Note #1:

To produce an arithmetic result, the following code would have to be used:

```
System.out.println("Result: " + (2 + 3 + 5));
```

```
System.out.println("Result: " + (2 + 3 * 5));
```

run:

Result: 10

Result: 17

Note #2:

If the code was as follows:

```
System.out.println("Result: " + 2 + 3 + 5");
```

```
System.out.println("Result: " + 2 + 1 * 5");
```

The compilation would fail. There is an unclosed string literal, 5", on each line.

QUESTION 15

Which code fragment is illegal?

- A.

```
class Base1 {  
    abstract class Abs1 { }
```
- B.

```
abstract class Abs1 {  
    void doit () { }
```
- C.

```
class Basel {  
    abstract class Abs1 extends Basel {
```
- D.

```
abstract int var1 = 89;
```

Correct Answer: D

Section: (none)

Explanation

Explanation/Reference:

Explanation:

The abstract keyword cannot be used to declare an int variable. The abstract keyword is used to declare a class or method to be abstract[3]. An abstract method has no implementation; all classes containing abstract methods must themselves be abstract, although not all abstract classes have abstract methods.

QUESTION 16

Given the code fragment:

```
int a = 0;
```

```
a++;
```

```
System.out.println(a++);
```

```
System.out.println(a);
```

What is the result?



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- A.
- B.
- C.
- D.

Correct Answer: A

Section: (none)

Explanation

Explanation/Reference:

Explanation:

The first println prints variable a with value 1 and then increases the variable to 2.

QUESTION 17

Given:

```
public class x{  
    public static void main (string [] args){  
        String theString = "Hello World";  
        System.out.println(theString.charAt(11));  
    }  
}
```

What is the result?

- A. There is no output
- B. d is output
- C. A StringIndexOutOfBoundsException is thrown at runtime
- D. An ArrayIndexOutOfBoundsException is thrown at runtime
- E. A NullPointerException is thrown at runtime
- F. A StringArrayIndexOutOfBoundsException is thrown at runtime

Correct Answer: C

Section: (none)

Explanation

Explanation/Reference:

Explanation:

There are only 11 characters in the string "Hello World". The code theString.charAt(11) retrieves the 12th character, which does not exist. A StringIndexOutOfBoundsException is thrown. Exception in thread "main" java.lang.StringIndexOutOfBoundsException: String index out of range:



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QUESTION 18

Given a java source file:

```
class x {  
    x () {}
```

```

private void one () {}
}
public class Y extends x {
Y () {}
private void two () {one();}
public static void main (string [] args) {
new Y().two ();
}
}

```

What changes will make this code compile?

- A. adding the public modifier to the declaration of class x
- B. adding the protected modifier to the x() constructor
- C. changing the private modifier on the declaration of the one() method to protected
- D. removing the Y () constructor
- E. removing the private modifier from the two () method

Correct Answer: C

Section: (none)

Explanation

Explanation/Reference:

Explanation:

Using the private protected, instead of the private modifier, for the declaration of the one() method, would enable the two() method to access the one() method.

QUESTION 19

Given:

#1

```

package handy.dandy;
public class KeyStroke {
public void typeExclamation() {
System.out.println("!")
}
}

```

#2

```

package handy; /* Line 1 */
public class Greet { /* Line 2 */
public static void main(String[] args) { /* Line 3 */
String greeting = "Hello"; /* Line 4 */
System.out.print(greeting); /* Line 5 */
}
}

```



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```

Keystroke stroke = new Keystroke; /* Line 6 */
stroke.typeExclamation(); /* Line 7 */
} /* Line 8 */
} /* Line 9 */

```

What three modifications, made independently, made to class greet, enable the code to compile and run?

- A. Line 6 replaced with handy.dandy.keystroke stroke = new KeyStroke ();

- B. Line 6 replaced with `handy.*.KeyStroke = new KeyStroke ();`
- C. Line 6 replaced with `handy.dandy.KeyStroke Stroke = new handy.dandy.KeyStroke();`
- D. `import handy.*;` added before line 1
- E. `import handy.dandy.*;` added after line 1
- F. `import handy.dandy,KeyStroke;` added after line 1
- G. `import handy.dandy.KeyStroke.typeException();` added before line 1

Correct Answer: CDF

Section: (none)

Explanation

Explanation/Reference:

Explanation:

Three separate solutions:

C: the full class path to the method must be stated (when we have not imported the package)

D: We can import the hold dandy class

F: we can import the specific method

QUESTION 20

Given:

`String message1 = "Wham bam!";`

`String message2 = new String("Wham bam!");`

`if (message1 == message2)`

`System.out.println("They match");`

`if (message1.equals(message2))`

`System.out.println("They really match");`

What is the result?

- A. They match
They really match
- B. They really match
- C. They match
- D. Nothing Prints
- E. They really match
They really match

Correct Answer: B

Section: (none)

Explanation

Explanation/Reference:



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Explanation:

The strings are not the same objects so the `==` comparison fails. See note #1 below. As the value of the strings are the same `equals` is true. The `equals` method compares values for equality.

Note: #1 `==`

Compares references, not values. The use of `==` with object references is generally limited to the following: Comparing to see if a reference is null.

Comparing two enum values. This works because there is only one object for each enum constant. You want to know if two references are to the same object.

QUESTION 21

Given:

```
public class Speak { /* Line 1 */
public static void main(String[] args) { /* Line 2 */
Speak speakIT = new Tell(); /* Line 3 */
Tell tellIt = new Tell(); /* Line 4 */
speakIT.tellItLikeltls(); /* Line 5 */
(Truth)speakIt.tellItLikeltls(); /* Line 6 */
((Truth)speakIt).tellItLikeltls(); /* Line 7 */
tellIt.tellItLikeltls(); /* Line 8 */
(Truth)tellIt.tellItLikeltls(); /* Line 9 */
((Truth)tellIt).tellItLikeltls(); /* Line 10 */
}
}
```

```
class Tell extends Speak implements Truth {
public void tellItLikeltls() {
System.out.println("Right on!");
}
}
```

interface Truth { public void tellItLikeltls();

Which three lines will compile and output "right on!"?

- A. Line 5
- B. Line 6
- C. Line 7
- D. Line 8
- E. Line 9
- F. Line 10

Correct Answer: ADF

Section: (none)

Explanation

Explanation/Reference:



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QUESTION 22

Given the code fragment:

```
String h1 = "Bob";
```

```
String h2 = new String ("Bob");
```

What is the best way to test that the values of h1 and h2 are the same?

- A. if (h1 == h2)
- B. if (h1.equals(h2))
- C. if (h1 = = h2)
- D. if (h1.same(h2))

Correct Answer: B

Section: (none)

Explanation

Explanation/Reference:

Explanation:

The equals method compares values for equality.

Incorrect answers:

The strings are not the same objects so the == comparison fails. See note #1 below. As the value of the strings are the same equals is true. The equals compares values for equality.

There is no generic comparison method named same.

= = (with a space) is not a valid method.

Note: #1 ==

Compares references, not values. The use of == with object references is generally limited to the following:

Comparing to see if a reference is null.

Comparing two enum values. This works because there is only one object for each enum constant. You want to know if two references are to the same object.

QUESTION 23

Which two are valid declarations of a two-dimensional array?

- A. `int[][] array2D;`
- B. `int[2][2] array2D;`
- C. `int array2D[];`
- D. `int[] array2D[];`
- E. `int[][] array2D[];`

Correct Answer: AD

Section: (none)

Explanation

Explanation/Reference:



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Explanation:

`int[][] array2D;` is the standard convention to declare a 2-dimensional integer array. `int[] array2D[];` works as well, but it is not recommended.

Incorrect answers:

`int[2][2] array2D;`

The size of the array cannot be defined this way.

`int array2D[];` is good definition of a one-dimensional array. `int[] []array2D[];` is good definition of a three-dimensional array.

QUESTION 24

Given the code fragment:

```
System.out.println ("Result:" +3+5);
```

```
System.out.println ("result:" + (3+5));
```

What is the result?

- A. Result: 8

- Result: 8
- B. Result: 35
Result: 8
- C. Result: 8
Result: 35
- D. Result: 35
Result: 35

Correct Answer: B

Section: (none)

Explanation

Explanation/Reference:

Explanation:

In the first statement 3 and 5 are treated as strings and are simply concatenated. In the first statement 3 and 5 are treated as integers and their sum is calculated.

QUESTION 25

Given:

```
public class Main {  
    public static void main(String[] args) throws Exception { doSomething();  
    }  
    private static void doSomething() throws Exception {  
        System.out.println("Before if clause");  
        if (Math.random() > 0.5) {  
            throw new Exception();  
        }  
    }  
}
```



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```
System.out.println ("After if clause");  
}  
}
```

Which two are possible outputs?

- A. Before if clause
Exception in thread "main" java.lang.Exception
At Main.doSomething (Main.java:8)
At Main.main (Main.java:3)
- B. Before if clause
Exception in thread "main" java.lang.Exception
At Main.doSomething (Main.java:8)
At Main.main (Main.java:3)
After if clause
- C. Exception in thread "main" java.lang.Exception
At Main.doSomething (Main.java:8)
At Main.main (Main.java:3)
- D. Before if clause
After if clause

Correct Answer: AD

Section: (none)

Explanation

Explanation/Reference:

Explanation:

The first println statement, System.out.println("Before if clause");, will always run. If Math.Random() > 0.5 then there is an exception. The exception message is displayed and the program terminates.

If Math.Random() > 0.5 is false, then the second println statement runs as well.

Incorrect answers:

B: The second println statement would not run.

C: The first println statement will always run.

QUESTION 26

A method doSomething () that has no exception handling code is modified to trail a method that throws a checked exception.

Which two modifications, made independently, will allow the program to compile?

- A. Catch the exception in the method doSomething().
- B. Declare the exception to be thrown in the doSomething() method signature.
- C. Cast the exception to a RuntimeException in the doSomething() method.
- D. Catch the exception in the method that calls doSomething().

Correct Answer: AB

Section: (none)

Explanation

Explanation/Reference:



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Explanation:

Valid Java programming language code must honor the Catch or Specify Requirement. This means that code that might throw certain exceptions must be enclosed by either of the following:

* A try statement that catches the exception. The try must provide a handler for the exception, as described in Catching and Handling Exceptions.

* A method that specifies that it can throw the exception. The method must provide a throws clause that lists the exception, as described in Specifying the Exceptions Thrown by a Method. Code that fails to honor the Catch or Specify Requirement will not compile.

QUESTION 27

Given the code fragment:

```
String color = "Red";
switch(color) {
case "Red":
System.out.println("Found Red");
case "Blue":
System.out.println("Found Blue");
break;
case "White":
System.out.println("Found White");
break;
```

```
default:  
System.out.println("Found Default");  
}
```

What is the result?

- A. Found Red
- B. Found Red
Found Blue
- C. Found Red
Found Blue
Found White
- D. Found Red
Found Blue
Found White
Found Default

Correct Answer: B

Section: (none)

Explanation

Explanation/Reference:

Explanation:

As there is no break statement after the case "Red" statement the case Blue statement will run as well.

Note: The body of a switch statement is known as a switch block. A statement in the switch block can be labeled with one or more case or default labels. The switch statement evaluates its expression, then executes all statements that follow the matching case label.



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Each break statement terminates the enclosing switch statement. Control flow continues with the first statement following the switch block. The break statements are necessary because without them, statements in switch blocks fall through: All statements after the matching case label are executed in sequence, regardless of the expression of subsequent case labels, until a break statement is encountered.

QUESTION 28

Which two may precede the word "class" in a class declaration?

- A. local
- B. public
- C. static
- D. volatile
- E. synchronized

Correct Answer: BC

Section: (none)

Explanation

Explanation/Reference:

Explanation:

B: A class can be declared as public or private.

C: You can declare two kinds of classes: top-level classes and inner classes. You define an inner class within a top-level class. Depending on how it is defined, an inner class can be one of the following four types: Anonymous, Local, Member and Nested top-level. A nested top-level class is a member classes with a static modifier. A nested top-level class is just like any other top-level class except that it is declared within another class or interface. Nested top-level classes are typically used as a convenient way to group related classes without creating a new package.

The following is an example:

```
public class Main {  
    static class Killer {
```

QUESTION 29

Which three are bad practices?

- A. Checking for `ArrayIndexOutOfBoundsException` when iterating through an array to determine when all elements have been visited
- B. Checking for `Error` and, if necessary, restarting the program to ensure that users are unaware problems
- C. Checking for `FileNotFoundException` to inform a user that a filename entered is not valid
- D. Checking for `ArrayIndexOutOfBoundsException` and ensuring that the program can recover if one occurs
- E. Checking for an `IOException` and ensuring that the program can recover if one occurs

Correct Answer: ABE

Section: (none)

Explanation

Explanation/Reference:



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Explanation:

A, E: Better to check if the index is within bounds.

B: Restarting the program would not be a good practice. It should be done as a last possibility only.

Incorrect answers:

Checking for `FileNotFoundException` and `IOException` exceptions are good practices.

QUESTION 30

Given:

```
public class Bark {  
    // Insert code here - Line 5  
    public abstract void bark(); // Line 6  
} // Line 7  
// Line 8  
// Insert code here - Line 9  
public void bark() {  
    System.out.println("woof");  
}  
}
```

What code should be inserted?

- A.

```
5.class Dog {  
    9. public class Poodle extends Dog {
```
- B.

```
5. abstract Dog {
```

- 9. public class poodle extends Dog {
- C. 5. abstract class Dog {
 - 9. public class Poodle extends Dog {
- D. 5. abstract Dog {
 - 9. public class Poodle implements Dog {
- E. 5. abstract Dog {
 - 9. public class Poodle implements Dog {
- F. 5. abstract class Dog {
 - 9. public class Poodle implements Dog {

Correct Answer: C

Section: (none)

Explanation

Explanation/Reference:

Explanation:

Dog should be an abstract class. The correct syntax for this is: abstract class Dog { Poodle should extend Dog (not implement).



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QUESTION 31

Given:

```
class X {}
class Y {Y () {}}
```

```
class Z {z(int i) {}}
```

Which class has a default constructor?

- A. X only
- B. Y only
- C. Z only
- D. X and Y
- E. Y and Z
- F. X and Z
- G. X, Y and Z

Correct Answer: G

Section: (none)

Explanation

Explanation/Reference:

Explanation:

No constructors are defined for the X, Y, or Z classes. All three have empty declarations. Java will create default constructors for all three classes.

Note: A java constructor has the same name as the name of the class to which it belongs. Constructor's syntax does not include a return type, since constructors never return a value. Constructors may include parameters of various types. When the constructor is invoked using the new operator, the types must match those that are specified in the constructor definition. Java provides a default constructor which takes no arguments and performs no special actions or initializations, when no explicit constructors are provided. The only action taken

by the implicit default constructor is to call the superclass constructor using the `super()` call. Constructor arguments provide you with a way to provide parameters for the initialization of an object. Below is an example of a cube class containing 2 constructors. (one default and one parameterized constr

QUESTION 32

Given:

```
Public static void main (String [] args) {  
int a, b, c = 0;  
int a, b, c;  
int g, int h, int i, = 0;  
int d, e, F;  
int k, l, m; = 0;  
Which two declarations will compile?
```



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- A. `int a, b, c = 0;`
- B. `int a, b, c;`
- C. `int g, int h, int i = 0;`
- D. `int d, e, F;`
- E. `int k, l, m = 0;`

Correct Answer: AD

Section: (none)

Explanation

Explanation/Reference:

Explanation:

Incorrect answers:

`int a, b, c;`

OK, but duplicate definition.

QUESTION 33

Given the code fragment:

```
int j=0, k =0;  
for (int i=0; i < x; i++) {  
do {  
k=0;  
while (k < z) {  
k++;  
System.out.print(k + " ");  
}  
System.out.println(" ");  
j++;  
} while (j< y);  
System.out.println("----");  
}
```

What values of x, y, z will produce the following result? 1 2 3 4

1 2 3 4

1 2 3 4

1 2 3 4

- A. X = 4, Y = 3, Z = 2
- B. X = 3, Y = 2, Z = 3
- C. X = 2, Y = 3, Z = 3
- D. X = 4, Y = 2, Z = 3
- E. X = 2, Y = 3, Z = 4

Correct Answer: E

Section: (none)

Explanation

Explanation/Reference:



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Explanation:

Z is for the innermost loop. Should print 1 2 3 4. So Z must be 4. Y is for the middle loop. Should print three lines of 1 2 3 4. So Y must be set 3. X is for the outmost loop. Should print 2 lines of ----. So X should be 2.

QUESTION 34

Which statement initializes a stringBuilder to a capacity of 128?

- A. `StringBuilder sb = new String("128");`
- B. `StringBuilder sb = StringBuilder.setCapacity(128);`
- C. `StringBuilder sb = StringBuilder.getInstance(128);`
- D. `StringBuilder sb = new StringBuilder(128);`

Correct Answer: D

Section: (none)

Explanation

Explanation/Reference:

Explanation:

`StringBuilder(int capacity)`

Constructs a string builder with no characters in it and an initial capacity specified by the capacity argument.

Note: An instance of a `StringBuilder` is a mutable sequence of characters. The principal operations on a `StringBuilder` are the `append` and `insert` methods, which are overloaded so as to accept data of any type. Each effectively converts a given datum to a string and then appends or inserts the characters of that string to the string builder. The `append` method always adds these characters at the end of the builder; the `insert` method adds the characters at a specified point.

Incorrect answers:

`StringBuilder sb = new String("128");`

`StringBuilder` not `String` is required.

`setCapacity` or `getInstance` do not work.

QUESTION 35

Given:

```
public class DoCompare4 {  
    public static void main(String[] args) {
```

```
String[] table = {"aa", "bb", "cc"};
int ii = 0;
do
while (ii < table.length)
System.out.println(ii++);
while (ii < table.length);
```



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```
}
}
```

What is the result?

- A. 0
- B. 0
- C. 0
- D. Compilation fails

Correct Answer: B

Section: (none)

Explanation

Explanation/Reference:

Explanation:

table.length is 3. So the do-while loop will run 3 times with ii=0, ii=1 and ii=2. The second while statement will break the do-loop when ii = 3. Note: The Java programming language provides a do-while statement, which can be expressed as follows:

```
do {
statement(s)
} while (expression);
```

QUESTION 36

A method is declared to take three arguments. A program calls this method and passes only two arguments. What is the result?

- A. Compilation fails.
- B. The third argument is given the value null.
- C. The third argument is given the value void.
- D. The third argument is given the value zero.
- E. The third argument is given the appropriate false value for its declared type.
- F. An exception occurs when the method attempts to access the third argument.

Correct Answer: A

Section: (none)

Explanation

Explanation/Reference:



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Explanation:

The problem is noticed at build/compile time. At build you would receive an error message like:

required: int,int,int

found: int,int

QUESTION 37

Given the fragment:

```
int [] array = {1, 2, 3, 4, 5};  
System.arraycopy (array, 2, array, 1, 2);  
System.out.print (array [1]);  
System.out.print (array[4]);  
What is the result?
```

- A. 14
- B. 15
- C. 24
- D. 25
- E. 34
- F. 35

Correct Answer: F

Section: (none)

Explanation

Explanation/Reference:

Explanation:

The two elements 3 and 4 (starting from position with index 2) are copied into position index 1 and 2 in the same array.

After the arraycopy command the array looks like:

{1, 3, 4, 4, 5};

Then element with index 1 is printed: 3

Then element with index 4 is printed: 5

Note: The System class has an arraycopy method that you can use to efficiently copy data from one array into another:

```
public static void arraycopy(Object src, int srcPos,  
Object dest, int destPos, int length)
```

The two Object arguments specify the array to copy from and the array to copy to. The three int arguments specify the starting position in the source array, the starting position in the destination array, and the number of array elements to copy.

QUESTION 38

Given the following code fragment:

```
if (value >= 0) {  
if (value != 0)  
System.out.print("the ");
```



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```
else
System.out.print("quick ");
if (value < 10)
System.out.print("brown ");
if (value > 30)
System.out.print("fox ");
else if (value < 50)
System.out.print("jumps ");
else if (value < 10)
System.out.print("over ");
else
System.out.print("the ");
if (value > 10)
System.out.print("lazy ");
} else {
System.out.print("dog ");
}
System.out.print("... ");
}
```

What is the result if the integer value is 33?

- A. The fox jump lazy ...
- B. The fox lazy ...
- C. Quick fox over lazy ...
- D. Quick fox the

Correct Answer: B

Section: (none)

Explanation

Explanation/Reference:

Explanation:

33 is greater than 0.

33 is not equal to 0.

the is printed.

33 is greater than 30

fox is printed

33 is greater then 10 (the two else if are skipped)

lazy is printed

finally ... is printed.

QUESTION 39

Which three are advantages of the Java exception mechanism?



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- A. Improves the program structure because the error handling code is separated from the normal program

function

- B. Provides a set of standard exceptions that covers all the possible errors
- C. Improves the program structure because the programmer can choose where to handle exceptions
- D. Improves the program structure because exceptions must be handled in the method in which they occurred
- E. allows the creation of new exceptions that are tailored to the particular program being

Correct Answer: ACE

Section: (none)

Explanation

Explanation/Reference:

Explanation:

A: The error handling is separated from the normal program logic.

C: You have some choice where to handle the exceptions.

E: You can create your own exceptions.

Incorrect answers:

B: The standard exceptions do not cover all possible errors. D: Exceptions do not need to be handled in the method where they occurred. They can be handled in the method which is calling the method that throws an exception.

QUESTION 40

Given:

```
public class MyFor3 {  
    public static void main(String [] args) {  
        int [] xx = null;  
        System.out.println(xx);  
    }  
}
```

What is the result?

- A. null
- B. compilation fails
- C. Java.lang.NullPointerException
- D. 0

Correct Answer: A

Section: (none)

Explanation

Explanation/Reference:

Explanation:

An array variable (here xx) can very well have the null value.

Note:

Null is the reserved constant used in Java to represent a void reference i.e a pointer to nothing. Internally it is just a binary 0, but in the high level Java language, it is a magic constant, quite distinct from zero, that internally could have any representation.



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QUESTION 41

Given:

```
public class Main {  
    public static void main (String[] args) {  
        doSomething();  
    }  
    private static void doSomething() {  
        doSomethingElse();  
    }  
    private static void doSomethingElse() {  
        throw new Exception();  
    }  
}
```

Which approach ensures that the class can be compiled and run?

- A. Put the throw new Exception() statement in the try block of try catch
- B. Put the doSomethingElse() method in the try block of a try catch
- C. Put the doSomething() method in the try block of a try catch
- D. Put the doSomething() method and the doSomethingElse() method in the try block of a try catch

Correct Answer: B

Section: (none)

Explanation

Explanation/Reference:

Explanation:

We need to catch the exception in the doSomethingElse() method.

Such as:

```
private static void doSomethingElse() {  
    try {  
        throw new Exception();  
    }  
    catch (Exception e)  
    {}  
}
```

Note: One alternative, but not an option here, is to declare the exception in doSomethingElse and catch it in the doSomething method.

QUESTION 42

Given:

```
public class ScopeTest1 {  
    public static void main(String[] args) {  
        doStuff(); // line x1  
        int x1 = x2; // line x2  
        int x2 = j; // line x3  
    }  
}
```



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```
static void doStuff() {  
    System.out.println(j); // line x4  
}  
static int j;
```

```
}
```

Which line causes a compilation error?

- A. line x1
- B. line x2
- C. line x3
- D. line x4

Correct Answer: B

Section: (none)

Explanation

Explanation/Reference:

Explanation:

The variable x2 is used before it has been declared.

QUESTION 43

Given:

```
class Overloading {  
void x (int i) {  
System.out.println("one");  
}  
void x (String s) {  
System.out.println("two");  
}  
void x (double d) {  
System.out.println("three");  
}  
public static void main(String[] args) {  
new Overloading().x (4.0);  
}  
}
```

What is the result?

- A. One
- B. Two
- C. Three
- D. Compilation fails

Correct Answer: C

Section: (none)

Explanation

Explanation/Reference:



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Explanation:

In this scenario the overloading method is called with a double/float value, 4.0. This makes the third overload method to run.

Note:

The Java programming language supports overloading methods, and Java can distinguish between methods with different method signatures. This means that methods within a class can have the same name if they have

different parameter lists. Overloaded methods are differentiated by the number and the type of the arguments passed into the method.

QUESTION 44

Which declaration initializes a boolean variable?

- A. boolean h = 1;
- B. boolean k = 0;
- C. boolean m = null;
- D. boolean j = (1 < 5) ;

Correct Answer: D

Section: (none)

Explanation

Explanation/Reference:

Explanation:

The primitive type boolean has only two possible values: true and false. Here j is set to (1 <5), which evaluates to true.

QUESTION 45

Given:

```
public class Basic {  
    private static int letter;  
    public static int getLetter();  
    public static void Main(String[] args) {  
        System.out.println(getLetter());  
    }  
}
```

Why will the code not compile?

- A. A static field cannot be private.
- B. The getLetter method has no body.
- C. There is no setletter method.
- D. The letter field is uninitialized.
- E. It contains a method named Main instead of ma

Correct Answer: B

Section: (none)

Explanation

Explanation/Reference:

Explanation:

The getLetter() method needs a body.



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QUESTION 46

Given:

```
public class Circle {
```

```

double radius;
public double area;
public Circle (double r) { radius = r;}
public double getRadius() {return radius;}
public void setRadius(double r) { radius = r;}
public double getArea() { return /* ??? */;}
}
class App {
public static void main(String[] args) {
Circle c1 = new Circle(17.4);
c1.area = Math.PI * c1.getRadius() * c1.getRadius();
}
}

```

This class is poorly encapsulated. You need to change the circle class to compute and return the area instead. What three modifications are necessary to ensure that the class is being properly encapsulated?

- A. Change the access modifier of the setradius () method to private
- B. Change the getArea () method

```
public double getArea () { return area; }
```
- C. When the radius is set in the Circle constructor and the setRadius () method, recomputed the area and store it into the area field
- D. Change the getRadius () method:

```
public double getRadius () {
area = Math.PI * radius * radius;
return radius;
}
```

Correct Answer: ABC

Section: (none)

Explanation

Explanation/Reference:

Explanation:

A: There is no need to have SetRadius as public as the radius can be set through the Circle method.

B: We need to return the area in the GetArea method.

C: When the radius changes the Area must change as well.

Incorrect answer:

D: the GetRadius() method does not change the radius, so there is no need to recomputed the area.



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QUESTION 47

Given a code fragment:

```

StringBuilder sb = new StringBuilder ();
String h1 = "HelloWorld";
sb.append("Hello").append ("world");
if (h1 == sb.toString()) {
System.out.println("They match");
}
if (h1.equals(sb.toString())) {
System.out.println("They really match");
}

```

}

What is the result?

- A. They match
They really match
- B. They really match
- C. They match
- D. Nothing is printed to the screen

Correct Answer: D

Section: (none)

Explanation

Explanation/Reference:

Explanation:

Strings can not be compared with the usual <, <=, >, or >= operators, and the == and != operators don't compare the characters in the strings. So the first if statement fails. Equals works fine on strings. But it does not work here. The second if-statement also fails. The StringBuffer class does not override the equals method so it uses the equals method of Object. If a and b are two objects from a class which doesn't override equals, then a.equals(b) is the same as a == b

QUESTION 48

Given the following code:

```
public class Simple { /* Line 1 */  
    public float price; /* Line 2 */  
    public static void main (String[] args) { /* Line 3 */ Simple price = new Simple (); /* Line 4 */  
        price = 4; /* Line 5 */  
    } /* Line 6 */  
} /* Line 7 */
```

What will make this code compile and run?



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- A. Change line 2 to the following:
Public int price
- B. Change line 4 to the following:
int price = new simple ();
- C. Change line 4 to the following:
Float price = new simple ();
- D. Change line 5 to the following:
Price = 4f;
- E. Change line 5 to the following:
price.price = 4;
- F. Change line 5 to the following:
Price = (float) 4;
- G. Change line 5 to the following:
Price = (Simple) 4;
- H. The code compiles and runs properly; no changes are necessary

Correct Answer: E

Section: (none)

Explanation

Explanation/Reference:

Explanation:

price.price =4; is correct, not price=4;

The attribute price of the instance must be set, not the instance itself.

QUESTION 49

Given:

```
public class DoWhile {  
    public static void main (String [] args) {  
        int ii = 2;  
        do {  
            System.out.println (ii);  
        } while (--ii);  
    }  
}
```

What is the result?

- A. 2
- B. 2
- C. null
- D. an infinite loop
- E. compilation fails

Correct Answer: E

Section: (none)

Explanation

Explanation/Reference:



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Explanation:

The line while (--ii); will cause the compilation to fail.

--ii is not a boolean value.

A correct line would be while (--ii>0);

QUESTION 50

You are writing a method that is declared not to return a value. Which two are permitted in the method body?

- A. omission of the return statement
- B. return null;
- C. return void;
- D. return;

Correct Answer: AD

Section: (none)

Explanation

Explanation/Reference:

Explanation:

Any method declared void doesn't return a value. It does not need to contain a return statement, but it may do so. In such a case, a return statement can be used to branch out of a control flow block and exit the method and is simply used like this:

```
return;
```

QUESTION 51

Identify two benefits of using ArrayList over array in software development.

- A. reduces memory footprint
- B. implements the Collection API
- C. is multi.thread safe
- D. dynamically resizes based on the number of elements in the list

Correct Answer: AD

Section: (none)

Explanation

Explanation/Reference:

Explanation:

ArrayList supports dynamic arrays that can grow as needed. In Java, standard arrays are of a fixed length. After arrays are created, they cannot grow or shrink, which means that you must know in advance how many elements an array will hold. But, sometimes, you may not know until run time precisely how large of an array you need. To handle this situation, the collections framework defines ArrayList. In essence, an ArrayList is a variable-length array of object references. That is, an ArrayList can dynamically increase or decrease in size. Array lists are created with an initial size. When this size is exceeded, the collection is automatically enlarged. When objects are removed, the array may be shrunk.



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**QUESTION 52**

Which three are valid types for switch?

- A. int
- B. float
- C. double
- D. integer
- E. String
- F. Float

Correct Answer: ADE

Section: (none)

Explanation

Explanation/Reference:

Explanation:

A switch works with the byte, short, char, and int primitive data types. It also works with enumerated types the

String class, and a few special classes that wrap certain primitive types: Character, Byte, Short, and Integer.

QUESTION 53

Give:

```
public class MyFive {  
    static void main(String[] args) {  
        short ii;  
        short jj = 0;  
        for (ii = kk; ii > 6; ii -= 1) { // line x //  
            jj++;  
        }  
        System.out.println("jj = " + jj);  
    }  
}
```

What value should replace KK in line x to cause jj = 5 to be output?

- A. -1
- B. 1
- C. 5
- D. 8
- E. 11

Correct Answer: E

Section: (none)

Explanation

Explanation/Reference:



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Explanation:

We need to get jj to 5. It is initially set to 0. So we need to go through the for loop 5 times. The for loop ends when ii > 6 and ii decreases for every loop. So we need to initially set ii to 11. We set kk to 11.

QUESTION 54

Given the code fragment:

```
Boolean b1 = true;  
Boolean b2 = false;  
int i = 0;  
while (foo) {}
```

Which one is valid as a replacement for foo?

- A. b1.compareTo(b2)
- B. i = 1
- C. i == 2? -1:0
- D. "foo".equals("bar")

Correct Answer: D

Section: (none)

Explanation

Explanation/Reference:

Explanation:

equals works fine on strings. equals produces a Boolean value.

Incorrect answers:

the compareTo method produces an int, not a boolean.

i = 1 is an assignment, not a comparison.

i == 2? -1:0 would produce the integer 0. A Boolean value is needed.

QUESTION 55

Given:

```
public class SuperTest {  
    public static void main(String[] args) {  
        statement1  
        statement2  
        statement3  
    }  
}  
  
class Shape {  
    public Shape() {  
        System.out.println("Shape: constructor");  
    }  
    public void foo() {
```



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```
        System.out.println("Shape: foo");  
    }  
}  
  
class Square extends Shape {  
    public Square() {  
        super();  
    }  
    public Square(String label) {  
        System.out.println("Square: constructor");  
    }  
    public void foo() {  
        super.foo();  
    }  
    public void foo(String label) {  
        System.out.println("Square: foo");  
    }  
}
```

What should statement1, statement2, and statement3, be respectively, in order to produce the result?

Shape: constructor

Square: foo

Shape: foo

- A.

```
Square square = new Square ("bar");  
square.foo ("bar");  
square.foo();
```
- B.

```
Square square = new Square ("bar");
```

- ```
square.foo ("bar");
square.foo ("bar");
```
- C. Square square = new Square ();  
square.foo ();  
square.foo("bar");
- D. Square square = new Square ();  
square.foo ();  
square.foo("bar");
- E. Square square = new Square ();  
square.foo ();  
square.foo ();

**Correct Answer:** D

**Section:** (none)

**Explanation**

**Explanation/Reference:**

Explanation:

Incorrect answers:

A: Produces

Shape: constructor

Square: constructor

Square: foo



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Shape: foo

B: Produces

Shape: constructor

Square: constructor

Square: foo

Square: foo

C: Produces

Shape: constructor

Shape: foo

Square: foo

E: Produces

Shape: constructor

Shape: foo

Shape: foo

## QUESTION 56

Give:

```
Public Class Test {
}
```

Which two packages are automatically imported into the java source file by the java compiler?

- A. Java.lang
- B. Java.awt
- C. Javax.net

- D. Java.\*
- E. The package with no name

**Correct Answer:** AE

**Section:** (none)

**Explanation**

**Explanation/Reference:**

Explanation:

For convenience, the Java compiler automatically imports three entire packages for each source file:

(1) the package with no name, (2) the java.lang package, and (3) the current package (the package for the current file).

Note: Packages in the Java language itself begin with java. or javax.

Incorrect answers:

Java.awt: basic hierarchy of packages for native GUI components  
javax.net: networking operations, sockets, DNS lookups, etc.

### QUESTION 57

Given:

```
public class X implements Z {
 public String toString() { return "I am X"; }
}
```



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```
public static void main(String[] args) {
 Y myY = new Y();
 X myX = myY;
 Z myZ = myX;
 System.out.println(myZ);
}
}
class Y extends X {
 public String toString() { return "I am Y"; }
}
interface Z {}
```

What is the reference type of myZ and what is the type of the object it references?

- A. Reference type is Z; object type is Z.
- B. Reference type is Y; object type is Y.
- C. Reference type is Z; object type is Y.
- D. Reference type is X; object type is Z.

**Correct Answer:** B

**Section:** (none)

**Explanation**

**Explanation/Reference:**

Explanation:

Note: Because Java handles objects and arrays by reference, classes and array types are known as reference types.

**QUESTION 58**

Given:

What is the result?

- A. sc: class.Object  
asc: class.AnotherSampleClass
- B. sc: class.SampleClass  
asc: class.AnotherSampleClass
- C. sc: class.AnotherSampleClass  
asc: class.SampleClass
- D. sc: class.AnotherSampleClass  
asc: class.AnotherSampleClass

**Correct Answer:** D

**Section:** (none)

**Explanation**

**Explanation/Reference:**



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Explanation:

Note: The getClass method Returns the runtime class of an object. That Class object is the object that is locked by static synchronized methods of the represented class. Note: Because Java handles objects and arrays by reference, classes and array types are known as reference types.

**QUESTION 59**

Given the code fragment:

```
public static void main(String[] args) {
 String [] table = {"aa", "bb", "cc"};
 int ii = 0;
 for (String ss:table) {
 while (ii < table.length) {
 System.out.println (ii);
 ii++;
 break;
 }
 }
}
```

How many times is 2 printed?

- A. zero
- B. once
- C. twice
- D. thrice
- E. it is not printed because compilation fails

**Correct Answer:** B

**Section:** (none)

**Explanation**

**Explanation/Reference:**

Explanation:

The outer loop will run three times, one time each for the elements in table. The break statement breaks the inner loop immediately each time.

2 will be printed once only.

Note: If the line `int ii = 0;` is missing the program would not compile.

**QUESTION 60**

Given:

```
public class SampleClass {
 public static void main(String[] args) {
 SampleClass sc, scA, scB;
 sc = new SampleClass();
 }
}
```



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```
scA = new SampleClassA();
scB = new SampleClassB();
System.out.println("Hash is : " +
 sc.getHash() + ", " + scA.getHash() + ", " + scB.getHash()); }
public int getHash() {
 return 111111;
}
}
class SampleClassA extends SampleClass {
 public long getHash() {
 return 44444444;
 }
}
class SampleClassB extends SampleClass {
 public long getHash() {
 return 999999999;
 }
}
```

What is the result?

- A. Compilation fails
- B. An exception is thrown at runtime
- C. There is no result because this is not correct way to determine the hash code
- D. Hash is: 111111, 44444444, 999999999

**Correct Answer:** A

**Section:** (none)

**Explanation**

**Explanation/Reference:**

Explanation:

The compilation fails as `SampleClassA` and `SampleClassB` cannot override `SampleClass` because the return type of `SampleClass` is `int`, while the return type of `SampleClassA` and `SampleClassB` is `long`. Note: If all three classes had the same return type the output would be:

Hash is : 111111, 44444444, 999999999



### QUESTION 61

Which two will compile, and can be run successfully using the command:  
Java fred hello walls

- A. 

```
class Fred1{
 public static void main (String args) {
 System.out.println(args[1]);
 }
}
```
- B. 

```
class Fred1{
 public static void main (String [] args) {
```



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- ```
        System.out.println(args[2]);  
    }  
}
```
- C.

```
class Fred1 {  
    public static void main (String [] args) {  
        System.out.println (args);  
    }  
}
```
 - D.

```
class Fred1 {  
    public static void main (String [] args) {  
        System.out.println (args [1]);  
    }  
}
```

Correct Answer: BC

Section: (none)

Explanation

Explanation/Reference:

Explanation:

Incorrect answers:

A: Will not compile. array is required, not a string.

D: Array out of bounds at runtime.

QUESTION 62

Given:

```
public abstract class Wow {  
    private int wow;  
    public wow (int wow) {  
        this.wow = wow;  
    }  
    public void wow () {}  
    private void wowza () {}  
}
```

What is true about the class Wow?

- A. It compiles without error.
- B. It does not compile because an abstract class cannot have private methods.
- C. It does not compile because an abstract class cannot have instance variables.
- D. It does not compile because an abstract class must have at least one abstract method.
- E. It does not compile because an abstract class must have a constructor with no arguments.

Correct Answer: C

Section: (none)

Explanation

Explanation/Reference:



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Explanation:

An abstract class is a class that is declared abstract--it may or may not include abstract methods (not B, not D). Abstract classes cannot be instantiated, but they can be subclassed. The code compiles with a failure for line 'public wow (int wow) {'

QUESTION 63

Given:

```
class X {
static void m(int i) {
}
public static void main (String [] args) {
int j = 12;
m (j);
System.out.println(j);
}
}
```

What is the result?

- A. 7
- B. 12
- C. 19
- D. Compilation fails
- E. An exception is thrown at run time

Correct Answer: B

Section: (none)

Explanation

Explanation/Reference:

QUESTION 64

Which two statements are true?

- A. An abstract class can implement an interface.
- B. An abstract class can be extended by an interface.

- C. An interface CANNOT be extended by another interface.
 - D An interface can be extended by an abstract class.
- D. An abstract class can be extended by a concrete class.
- E. An abstract class CANNOT be extended by an abstract class.

Correct Answer: CE

Section: (none)

Explanation

Explanation/Reference:



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Explanation:

E: When an abstract class is subclassed, the subclass usually provides implementations for all of the abstract methods in its parent class.

Incorrect answers:

F: When an abstract class is subclassed, the subclass usually provides implementations for all of the abstract methods in its parent class. However, if it does not, the subclass must also be declared abstract.

Reference: <http://docs.oracle.com/javase/tutorial/java/land/abstract.html>

QUESTION 65

Given:

```
class Overloading {  
int x(double d) {  
System.out.println("one");  
return 0;  
}  
String x(double d) {  
System.out.println("two");  
return null;  
}  
double x(double d) {  
System.out.println("three");  
return 0.0;  
}  
public static void main(String[] args) {  
new Overloading().x(4.0)  
}  
}
```

What is the result?

- A. One
- B. Two
- C. Three
- D. Compilation fails

Correct Answer: D

Section: (none)

Explanation

Explanation/Reference:

Explanation:

overloading of the x method fails as the input argument in all three cases are double. To use overloading of methods the argument types must be different. Note: The Java programming language supports overloading methods, and Java can distinguish between methods with different method signatures. This means that methods within a class can have the same name if they have different parameter lists



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**QUESTION 66**

The catch clause argument is always of type_____.

- A. Exception
- B. Exception but NOT including RuntimeException
- C. Throwable
- D. RuntimeException
- E. CheckedException
- F. Error

Correct Answer: C

Section: (none)

Explanation

Explanation/Reference:

Explanation:

Because all exceptions in Java are the sub-class of java.lang.Exception class, you can have a single catch block that catches an exception of type Exception only. Hence the compiler is fooled into thinking that this block can handle any exception.

See the following example:

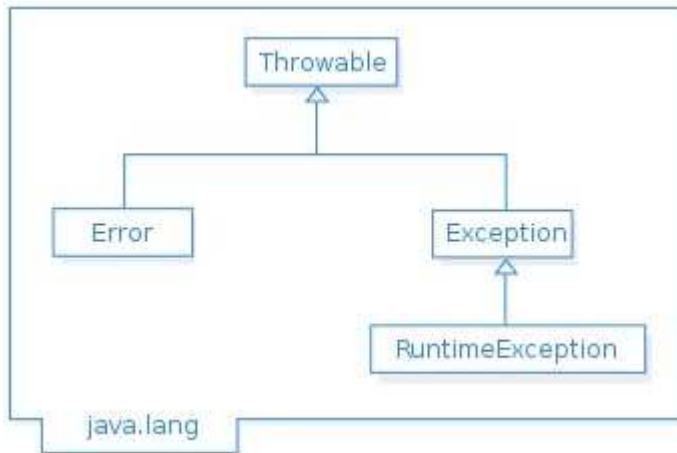
```
try
{
// ...
}
catch(Exception ex)
{
// Exception handling code for ANY exception
}
```

You can also use the java.lang.Throwable class here, since Throwable is the parent class for the application-specific Exception classes. However, this is discouraged in Java programming circles. This is because Throwable happens to also be the parent class for the non-application specific Error classes which are not meant to be handled explicitly as they are catered for by the JVM itself. Note: The Throwable class is the superclass of all errors and exceptions in the Java language. Only objects that are instances of this class (or one of its subclasses) are thrown by the Java Virtual Machine or can be thrown by the Java throw statement. A throwable contains a snapshot of the execution stack of its thread at the time it was created. It can also contain a message string that gives more information about the error.



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Incorrect answers:

A: With good programming practice `Exception` would be the best answer. Note: The class `Exception` and its subclasses are a form of `Throwable` that indicates conditions that a reasonable application might want to catch. Also this is the class that a programmer may want to extend when adding business logic exceptions.

D: `RuntimeException` is the superclass of those exceptions that can be thrown during the normal operation of the Java Virtual Machine. A method is not required to declare in its throws clause any subclasses of `RuntimeException` that might be thrown during the execution of the method but not caught.

F: An `Error` indicates serious problems that a reasonable application should not try to catch. Most such errors are abnormal conditions.



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