

# Java – Learn From Home

## Quiz – Chapter 1

- 1) Java is a
- a) A Programming language
  - b) A development environment
  - c) A deployment environment
  - d) All of the above

Answer : d

Explanation : java is a programming language to develop applications using ide's and deploy applications to be executed on the server.

- 2) JVM
- a) Is implemented as a software
  - b) Reads and executes compiled bytecodes
  - c) PlatformDependent
  - d) All of the Above

Answer : d

Explanation : JVM is implemented as a software which reads, executes bytecodes and is platform dependent provided JVM is available

- 3) \_\_\_\_\_ provides definitions for Instruction set (CPU), Class file format, Stack, Garbage Collection and Memory Management.
- a) Java
  - b) JVM
  - c) Class Loader
  - d) Bytecode verifier

Answer : b

Explanation : JVM provides definitions for Instruction set (CPU), Class file format, Stack, Garbage Collection and Memory Management.

- 4) \_\_\_\_\_ translates java programs into java class files(bytecodes)

- a) Java Interpreter
- b) JVM
- c) Java Compiler
- d) Both a & c

Answer : c

Explanation : Java Compiler translates .java to .class

5) \_\_\_\_\_ is the process of automatically freeing objects that are no longer referenced by the program

- a) JVM
- b) Java Compiler
- c) Garbage Collection
- d) None of the Above

Answer : c

Explanation : Garbage Collection [by Garbage collector] is the process of automatically freeing objects that are no longer referenced by the program

6) Most common Java Compilers

- a) javac
- b) jikes
- c) ECJ
- d) All of the Above

Answer : d

Explanation : All of the options are Java compilers

7) Principles of Object oriented programming

- a) Abstraction
- b) Encapsulation
- c) Polymorphism
- d) Inheritance
- e) All of the Above

Answer : e

Explanation : Any language which satisfies the principles of OOPs like abstraction,encapsulation,polymorphism and inheritance are called Object Oriented programming language

8) \_\_\_\_\_ is the blueprint of an object

- a) State
- b) Behaviour
- c) Class
- d) None of the Above

Answer : c

Explanation : A class is the blueprint of an object

9) Every object has

- a) State
- b) Behaviour
- c) Both 1 & 2
- d) None of the Above

Answer : c

Explanation : Every Object has state and behaviour

10) An Object is an \_\_\_\_\_

- a) instance of a class
- b) blueprint of an object
- c) current condition of an object
- d) determines the behaviour of an object

Answer : a

Explanation : An object is an instance of a class

11) Java compiler does not accept narrowing conversions

- a) true
- b) false

Answer : a

Explanation : A narrowing primitive conversion may lose information about the overall magnitude of a numeric value and may also lose precision and range.

12) What is the output for the following code

```
class Test
{
    public static void main(String[] a)
    { long l = 100L;
      int i = l;
      System.out.println("l="+l+"i="+i);
    }
}
```

- a) compiles successfully
- b) compiler error
- c) compiles but doesn't execute
- d) compiles and executes successfully

Answer : b

Explanation : As `int i=l;` throws compiler error because long value cannot be assigned to int value as the capacity of long is higher than int.

13) \_\_\_\_\_ statement will cause the current iteration of the innermost loop to stop and the condition of that loop to be checked and if the condition is met, it performs the loop again.

- a) An unlabeled break
- b) A labeled break
- c) an unlabeled continue
- d) None of the Above

Answer : c

Explanation : An unlabeled continue is the correct answer

14) \_\_\_\_\_ cycles through arrays or collection of objects in sequential fashion, from beginning to end.

- a) Basic while loop
- b) while loop

- c) for loop
- d) Enhanced for loop

Answer : d

Explanation : Enhanced for loop is best suitable for navigating within the collection of objects

15) Array indexes start from

- a) 1
- b) -1
- c) 0
- d) None of the Above

Answer : c

Explanation : Any Array starts with "0" index

16) \_\_\_\_\_ allows you to create methods specifying multiple arguments of the same type, and do not require the number of arguments be pre-determined

- a) Basic while loop
- b) for loop
- c) Enhanced for loop
- d) Varargs

Answer : d

Explanation : varargs allows us to accept multiple arguments of same type.

17) Strings in java are \_\_\_\_\_ objects

- a) Mutable
- b) Immutable
- c) static
- d) character

Answer : b

Explanation : Strings in java are immutable, because the object created as a String is stored in the Constant String Pool. It creates new objects every time you create strings or assign a new string/change the value.

18) Which is the correct way to declare an array

- a) `int[] = new int[10];`
- b) `int a[] = new int[10];`
- c) `int a = new int[10];`
- d) a & b
- e) a,b,c

Answer : d

Explanation : you can declare an array in both ways i.e `int[] a` or `int a[]`;

19) true, false and null are

- a) identifiers
- b) keywords
- c) literals
- d) All of the Above

Answer : d

Explanation : true,false and null are identifiers,keywords and literals

20) An identifier name must begin with a

- a) letter
- b) dollar sign (\$)
- c) underscore ( \_ )
- d) All of the Above

Answer : d

Explanation : An identifier should begin with letter or dollar sign or underscore.It should not start with numbers or any other special characters