

THEORIEVRAGEN

1 MEERKEUZEVRAGEN

1. Wat wordt er uitgeprint?

```
System.out.print(3 + 3 + "3");  
System.out.print(" en ");  
System.out.print("3" + 3 + 3);
```

- ☐ 333 en 333
- ☐ 63 en 36
- ☐ 333 en 36
- ☐ 63 en 333

2. Wat wordt er uitgeprint?

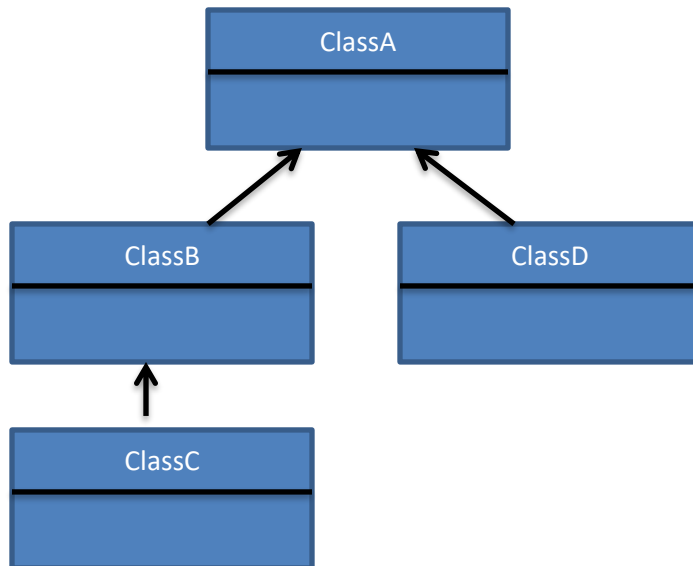
```
System.out.println(49 % 26 % 5 % 1);
```

- ☐ 23
- ☐ 3
- ☐ 1
- ☐ 0
- ☐ Compilation error

3. Welke regel code zal niet compilen?

- ☐ `if(x==0) {System.out.println("True");}`
- ☐ `if(x==0) System.out.println("False");`
- ☐ `if(x==0) {;} elseif(x==1){System.out.println("Valid");}`
- ☐ `if(x==0) ; else if(x==1){} else ;`

4. Volgend diagram is gegeven. Welke code zal compileren?



- ☐ ClassA a = new ClassB();
- ☐ ClassB b = new ClassC();
- ☐ ClassA a = new ClassA();
ClassB b= a;
- ☐ ClassD d = new ClassD();
ClassA a= d;
- ☐ ClassD d = new ClassA();
- ☐ ClassC c = new ClassC();
ClassB b=c;
- ☐ ClassB b = new ClassB();
ClassC c = b;

2 CODESNIPPETS

Wat is de uitvoer van volgende programma's ?

```
// CODESNIPPET 1:
public class ClassA {
    public ClassA() {
        System.out.println("Constructor A");
    }
}

public class ClassB extends ClassA {
    public ClassB() {
        System.out.println("Constructor B");
    }
}

public class ClassMain {
    public static void main(String[] args) {
        ClassA a = new ClassA();
        ClassB b = new ClassB();
        ClassA aa = new ClassB();
    }
}
```

ANTWOORD:

```
// CODESNIPPET 2:
public class ClassA {
    public ClassA() {
        System.out.println("Constructor A");
    }
    public void aMethod(){
        System.out.println("een methode");
    }

    public int aMethod(){
        return 5;
    }
}

public class ClassMain {
    public static void main(String[] args) {
        ClassA a = new ClassA();
        a.aMethod();
        int b = a.aMethod();
        System.out.println(b);
    }
}
```

ANTWOORD:
