

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?

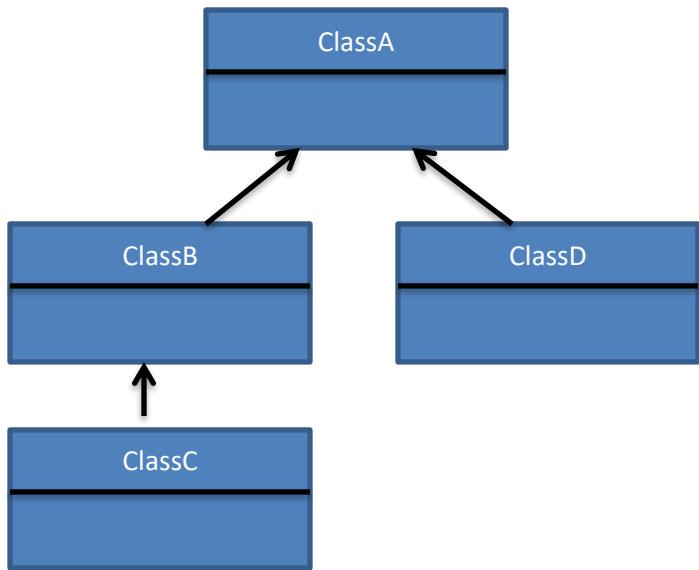
```
System.out.println(49 % 26 % 5 % 1);
```

- 23
- 3
- 1
- 0
- Compilation error

3. Welke regel code zal niet compilieren?

- 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:
