

Section 3 – Fill in the Blanks (125)

1. Java was originally developed by _____ at Sun Microsystems.

Answer: James Gosling

2. The Java compiler converts source code into _____.

Answer: Bytecode

3. In Java, the default value of an int variable is _____.

Answer: 0

4. The keyword used to define a class in Java is _____.

Answer: class

5. The JVM stands for _____.

Answer: Java Virtual Machine

6. The smallest unit of a Java array is called an _____.

Answer: Element

7. The method that serves as the entry point of a Java program is _____.

Answer: main

8. The operator used for modulus operation in Java is _____.

Answer: %

9. In Java, a _____ loop guarantees execution at least once.

Answer: do-while

10. The process of converting a smaller data type into a larger one automatically is called ____.

Answer: Widening

11. The package ____ is imported automatically in every Java program.

Answer: java.lang

12. The default value of a boolean in Java is ____.

Answer: false

13. The keyword used to declare a constant in Java is ____.

Answer: final

14. The method ____ is used to compare two strings ignoring case.

Answer: equalsIgnoreCase()

15. The keyword ____ is used to inherit a class in Java.

Answer: extends

16. The access modifier ____ makes members visible only within the same class.

Answer: private

17. In Java, the size of the char data type is ____ bits.

Answer: 16

18. The keyword ____ is used to create an object.

Answer: new

19. The range of the short data type in Java is ____ to ____.

Answer: -32768, 32767

20. The operator used to increment a value after using it is called ____ increment.

Answer: Postfix

21. In Java, the ____ statement is used to skip the rest of the current loop iteration.

Answer: continue

22. The method ____ returns the length of a string.

Answer: length()

23. The process of wrapping data and methods together is called ____.

Answer: Encapsulation

24. Java uses ____ collection for automatic memory management.

Answer: Garbage

25. The method ____ in String returns a part of the string from a given index.

Answer: substring()

26. The statement used to select one block of code from multiple options is ____.

Answer: switch

27. Java's ____ feature allows execution of code on any platform without recompilation.

Answer: Platform Independence

28. The operator used for bitwise AND in Java is ____.

Answer: &

29. The keyword used to call the constructor of the superclass is ____.

Answer: super

30. The ____ operator is also called the ternary operator.

Answer: ?:

31. Java's primitive type for decimal numbers with single precision is ____.

Answer: float

32. The loop used when the number of iterations is known is ____.

Answer: for

33. The default value of a String reference variable is ____.

Answer: null

34. The operator used for logical OR in Java is ____.

Answer: ||

35. The keyword ____ is used to declare a method that must be overridden in subclasses.

Answer: abstract

36. Java's ____ feature supports execution of multiple threads simultaneously.

Answer: Multithreading

37. The class used to read input from the console is ____.

Answer: Scanner

38. The keyword used to create an interface is ____.

Answer: interface

39. The wrapper class for the char primitive type is ____.

Answer: Character

40. The method ____ joins two strings in Java.

Answer: concat()

41. The operator ____ shifts bits to the left.

Answer: <<

42. The range of byte in Java is ____ to ____.

Answer: -128, 127

43. The primitive type used for 64-bit floating point values is ____.

Answer: double

44. The method used to replace characters or substrings in a String is ____.

Answer: replace()

45. Java's ____ feature ensures type correctness at compile time.

Answer: Strong Typing

46. The operator ____ shifts bits to the right.

Answer: >>

47. The smallest numeric primitive data type in Java is ____.

Answer: byte

48. The keyword ____ prevents a class from being subclassed.

Answer: final

49. The statement used to terminate a loop immediately is ____.

Answer: break

50. The process of converting an object to its primitive type automatically is called ____.

Answer: Unboxing

51. The method ____ checks if a string contains a particular sequence of characters.

Answer: contains()

52. The class used to represent files and directories in Java is ____.

Answer: File

53. The keyword ____ is used to return control from a method.

Answer: return

54. Java arrays store ____-size elements of the same type.

Answer: fixed

55. The loop that does not guarantee execution of its body is ____.

Answer: while

56. The package that contains the ArrayList class is ____.

Answer: java.util

57. The process of creating an object using another object's values is called a ____ constructor.

Answer: copy

58. The method ____ compares two strings for equality.

Answer: equals()

59. The keyword ____ indicates that a variable belongs to the class rather than instances.

Answer: static

60. The default value of a long variable in Java is ____.

Answer: 0

61. The keyword ____ is used to handle exceptions in Java.

Answer: try

62. The keyword ____ is used to throw an exception manually.

Answer: throw

63. The operator ____ is used for bitwise OR in Java.

Answer: |

64. The operator ____ is used for bitwise XOR in Java.

Answer: ^

65. The method ____ converts a string to lowercase.

Answer: toLowerCase()

66. The method ____ converts a string to uppercase.

Answer: toUpperCase()

67. The keyword ____ is used to implement an interface.

Answer: implements

68. The class ____ is the superclass of all Java classes.

Answer: Object

69. Java strings are ____, meaning their values cannot be changed once created.

Answer: immutable

70. The package that contains classes for networking is ____.

Answer: java.net

71. The statement ____ is used to define a package in Java.

Answer: package

72. The method ____ is used to split a string into an array.

Answer: split()

73. The process of defining multiple methods with the same name but different parameters is called ____.

Answer: Overloading

74. The process of redefining a method in a subclass is called ____.

Answer: Overriding

75. The keyword ____ is used to prevent method overriding.

Answer: final

76. The process of hiding implementation details from the user is called ____.

Answer: Abstraction

77. The keyword ____ is used to create a new thread by extending the Thread class.

Answer: extends

78. The method ____ pauses the execution of a thread for a given time.

Answer: sleep()

79. The smallest addressable unit of memory in Java is a ____.

Answer: byte

80. The operator ____ is used for logical NOT in Java.

Answer: !

81. The statement ____ is used to import a package in Java.

Answer: import

82. The process of converting a larger data type into a smaller one is called ____.

Answer: Narrowing

83. The keyword ____ is used to refer to the current object in Java.

Answer: this

84. The loop that checks the condition before executing is ____.

Answer: while

85. The keyword ____ is used to create an enumeration in Java.

Answer: enum

86. Java's ____ compiler translates bytecode into machine code at runtime.

Answer: JIT

87. The ____ method of Object class returns a string representation of the object.

Answer: toString()

88. The method ____ is used to compare two strings lexicographically.

Answer: compareTo()

89. The keyword ____ is used to stop executing further code in a loop.

Answer: break

90. The primitive type used for storing decimal numbers with double precision is ____.

Answer: double

91. The method ____ is used to check if a string starts with a given prefix.

Answer: startsWith()

92. The method ____ is used to check if a string ends with a given suffix.

Answer: endsWith()

93. The ____ loop is a specialized form of for loop for iterating over arrays.

Answer: for-each

94. The process of running multiple threads simultaneously is called ____.

Answer: Multithreading

95. The ____ method of the Thread class starts a new thread.

Answer: start()

96. The ____ statement is used to catch exceptions.

Answer: catch

97. The process of one class acquiring the properties of another is called ____.

Answer: Inheritance

98. The default value of a float variable in Java is ____.

Answer: 0.0f

99. The ____ class is used for dynamic arrays in Java.

Answer: ArrayList

100. The method ____ is used to insert an element at a specific position in an ArrayList.

Answer: add(index, element)

101. The keyword ____ is used to define a subclass from an abstract class.

Answer: extends

102. The package that contains collection classes is ____.

Answer: java.util

103. The method ____ returns the hash code of an object.

Answer: hashCode()

104. Java supports ____ inheritance through interfaces.

Answer: multiple

105. The ____ statement is used to handle code that must execute whether an exception occurs or not.

Answer: finally

106. The class ____ is used for buffered reading of text from a character-input stream.

Answer: BufferedReader

107. The ____ keyword indicates that a method is associated with the class, not instances.

Answer: static

108. Java applications require ____ to execute bytecode.

Answer: JVM

109. The ____ loop executes statements a specific number of times.

Answer: for

110. Java source files have the extension ____.

Answer: .java

111. Java bytecode files have the extension ____.

Answer: .class

112. The operator ____ is used for integer division.

Answer: /

113. The ____ operator combines assignment with addition.

Answer: +=

114. The ____ operator combines assignment with subtraction.

Answer: -=

115. The ____ operator combines assignment with multiplication.

Answer: *=

116. The ____ operator combines assignment with division.

Answer: /=

117. The ____ operator combines assignment with modulus.

Answer: %=

118. The ____ method in String returns a character at a specific index.

Answer: charAt()

119. The ____ method in StringBuffer inserts text at a given position.

Answer: insert()

120. The ____ operator is used to compare two values for equality.

Answer: ==

121. The ____ operator is used to compare two values for inequality.

Answer: !=

122. Java's ____ model is based on classes and objects.

Answer: Object-Oriented

123. The ____ method in Math class returns the square root of a number.

Answer: sqrt()

124. The ____ method in Math class returns the absolute value of a number.

Answer: abs()

125. The ____ method in Math class returns the greater of two numbers.

Answer: max()