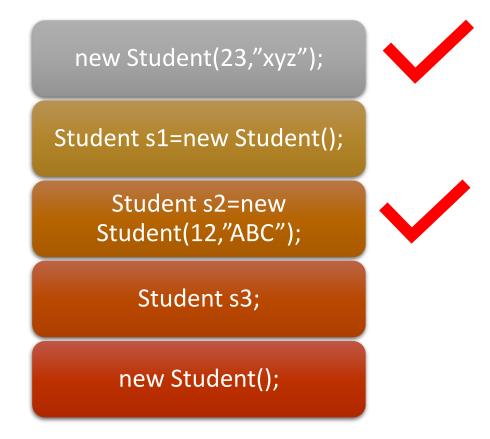
Core Java

Unit II - Revision

```
class Student{
Student(int id, String name){}
}
```

Find the correct way of creating(instantiating) object



Which of the following is an invalid method overloading?

Answer - 4

- static double add(int a, double b){return a*b;}
 static double add(double a, int b){return a*b;}
- 2. static int add(int a, int b){return a*b;}
 static int add(int a, int b, int c){return a*b*c;}
- 3. static int add(int a, int b){return a*b;}
 static double add(int a, int b, double c){return a*b*c;}
- 4. static int add(int a, int b){return a*b;}
 static double add(int a, int b){return a*b;}

Fill the missing lines of the code

```
class Main
         public int addNumbers(int a, int b)
                  int sum = a + b;
         public static void main(String[] args) {
         int num1 = 25;
         int num2 = 15;
         Main obj = new Main();
         int result;
         System.out.println("Sum is: " + result);
```

a. return sum; // inside methodb. result= obj.addNumbers(num1, num2); //Assigning o/p to integer variable result.

Fill the missing lines of the code

```
class Cricketer
String name;
String team;
int age;
Cricketer(String n, String t, int a)
 name = n;
team = t;
age = a;
Cricketer (Cricketer ckt) {
name = ckt.name;
team = ckt.team;
 age = ckt.age; }
```

```
public static void main
(String[] args)
Cricketer c2 = new
Cricketer(c1);
c1.name = "Virat";
c1.team= "India";
c1.age = 32;
```

Creating and initializing the object c1

Suggest modifications in the code:

```
class Account{
int a;
int b;
public void setData(int a ,int b){
 a = a;
 b = b;
public void showData(){
 System.out.println("Value of A ="+a);
 System.out.println("Value of B ="+b);
public static void main(String args[]){
 Account obj = new Account();
 obj.setData(2,3.5);
 obj.showData();
```



Find the output

```
Public class Question1
{
  public static void main(String a[])
{
  char a='2';
  int b=8;
  System.out.println(a+b);
}
```

Output:

58

Find the output

```
public class Counter
static int x = 0;
Counter()
  x++; }
void display()
 System.out.println(x);
public static void main(String[] args)
  Counter c1 = new Counter();
  c1.display();
  Counter c2 = new Counter();
  c2.display();
  Counter c3 = new Counter();
  c3.display();
```

OUTPUT:

2

Output

```
public class Temperature
 private double temperature;
 public static double maxTemp = 0;
 public Temperature(double t)
    temperature = t;
    if (t > maxTemp)
      maxTemp = t;
 public static void main(String[] args)
                                                           OUTPUT:
                                                        Max Temp: 100
    Temperature t1 = new Temperature(75);
    Temperature t2 = new Temperature(100);
    Temperature t3 = new Temperature(65);
    System.out.println("Max Temp: " + Temperature.maxTemp);
```

Identify the concept used in the below code and Find the output.

```
class GRB {
protected void finalize()
   System.out.println("Memory Released for
  g1");
  public static void main(String[] args) {
    GRB g1=new GRB();
    GRB g2=new GRB();
    g1=g2;
    System.gc();
    System.out.println("End of Program");
```

Garbage Collection Output:-

End of Program

Memory Released for g1

Write a code with the help of variable arguments and for each loop

```
class NoVararg {
  public int sumNumber(int a, int b){
        return a+b;
  public int sumNumber(int a, int b, int c){
        return a+b+c;
```

```
public static void main( String[] args ) {
    NoVararg obj = new NoVararg();
    System.out.println(obj.sumNumber(1, 2));
     System.out.println(obj.sumNumber(1, 2, 3));
```

Solution with varargs

```
class VarargExample {
  public int sumNumber(int ... args){
    int sum = 0;
    for(int x: args){
       sum += x;
    return sum;
```

```
public static void main( String[] args ) {
    VarargExample ex = new VarargExample();
    int sum2 = ex.sumNumber(2, 4);
    System.out.println("sum2 = " + sum2);
    int sum3 = ex.sumNumber(1, 3, 5);
    System.out.println("sum3 = " + sum3);
    int sum4 = ex.sumNumber(1, 3, 5, 7);
    System.out.println("sum4 = " + sum4);
```

