

Java SE 7 Programmer II

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Question 1

Given:

```
class A {  
    int a = 5;  
    String doA() { return "a1 "; }  
    protected static String doA2 () { return "a2 "; }  
}  
  
class B extends A {  
    int a = 7;  
    String doA() { return "b1 "; }  
    public static String doA2() { return "b2 "; }  
  
    void go() {  
        A myA = new B();  
        System.out.print(myA.doA() + myA.doA2() + myA.a);  
    }  
  
    public static void main (String[] args) {  
        new B().go();  
    }  
}
```

Which three values will appear in the output?

Options:

A. 5

B. 7

C. a1

D. a2

E. b1

F. b2

Answer: A, D, E

Explanation:

Static method of base class is invoked >>

```
A myA = new B();
```

```
System.out.print(myA.doA() + myA.doA2() + myA.a);
```

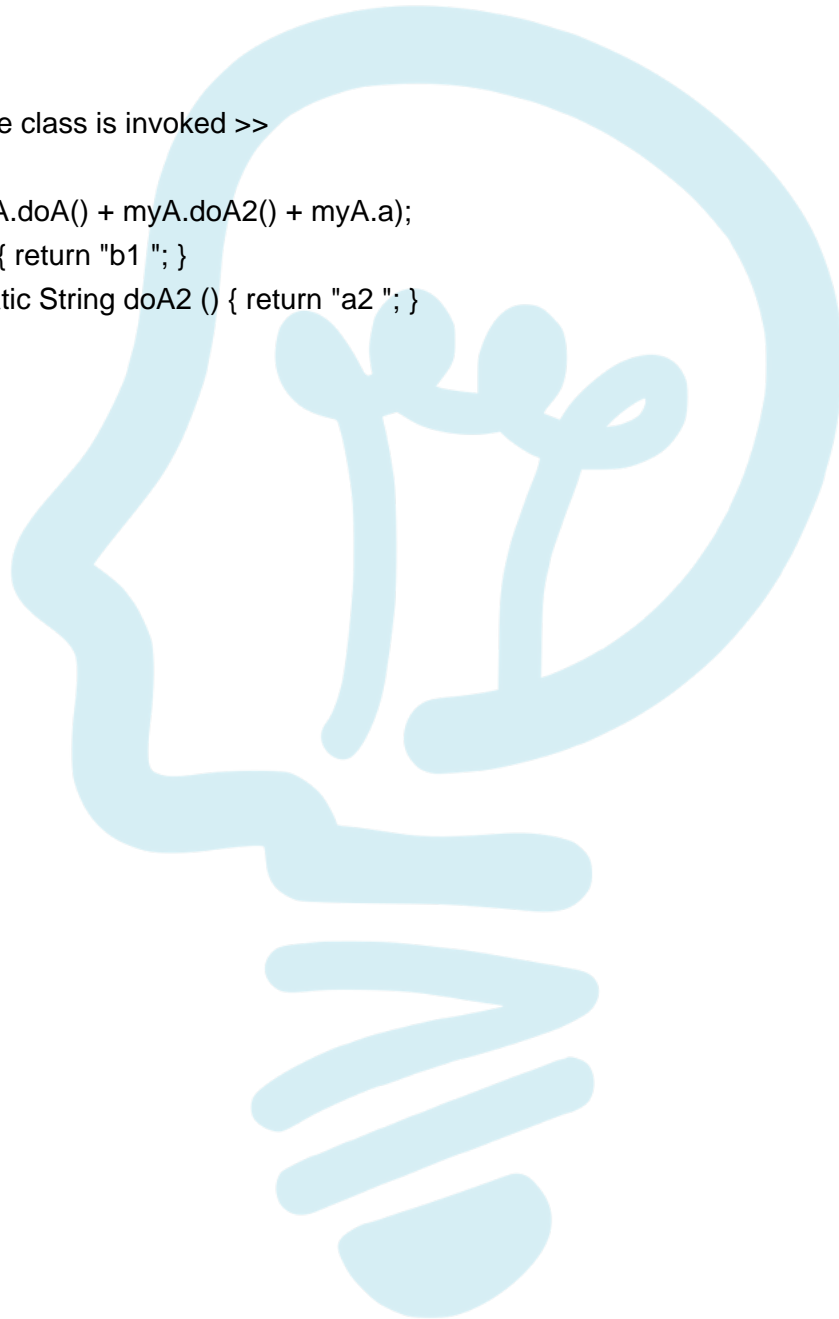
```
class B String doA() { return "b1 "; }
```

```
class A protected static String doA2 () { return "a2 "; }
```

```
class B int a = 7;
```

Question 2

Given:



```
class Product {  
    private int id;  
    public Product (int id) {  
        this.id = id;  
    }  
    public int hashCode() {  
        return id + 42;  
    }  
    public boolean equals (Object obj) {  
        return (this == obj) ? true : super.equals(obj);  
    }  
}  
  
public class Warehouse {  
    public static void main(String[] args) {  
        Product p1 = new Product(10);  
        Product p2 = new Product(10);  
        Product p3 = new Product(20);  
        System.out.print(p1.equals(p2) + " ");  
        System.out.print(p1.equals(p3) );  
    }  
}
```

What is the result?

Options:

- A. false false
- B. true false
- C. true true
- D. Compilation fails
- E. An exception is thrown at runtime

Answer: A

Explanation:

(this == obj) is the object implementation of equals() and therefore FALSE, if the reference points to various objects and then the super.equals() is invoked, the object method equals() what still result in FALSE better override of equals() is to compare the attributes like:

```
public boolean equals (Object obj) {
```

```
if (obj != null){  
    Product p = (Product)obj;  
    return this.id == p.id;  
}  
return false;  
}
```

Question 3

Given:

```
interface Rideable {  
    String ride() ;  
}  
class Horse implements Rideable {  
    String ride() { return "cantering "; }  
}  
class Icelandic extends Horse {  
    String ride() { return "tolting "; }  
}  
public class Test1 {  
    public static void main(String[] args) {  
  
        Rideable r1 = new Icelandic();  
        Rideable r2 = new Horse();  
        Horse h1 = new Icelandic();  
  
        System.out.println(r1.ride() + r2.ride() + h1.ride());  
    }  
}
```

What is the result?

Options:

A. tolting cantering tolting

B. cantering cantering cantering

C. compilation fails

D. an exception is thrown at runtime

Answer: C

Explanation:

Compiler says: Cannot reduce the visibility of the inherited method from Rideable. mÃ¼ssen PUBLIC sein

```
public String ride() { return "cantering "; }
```

```
public String ride() { return "tolting "; }
```

if this is given then the result would be:

A : tolting cantering tolting

Question 4

Given these facts about Java types in an application:

- Type x is a template for other types in the application.
- Type x implements dostuff ().
- Type x declares, but does NOT implement doit().
- Type y declares doOther() .

Which three are true?

Options:

A. Type y must be an interface.

B. Type x must be an abstract class.

C. Type y must be an abstract class.

D. Type x could implement or extend from Type y.

E. Type x could be an abstract class or an interface.

F. Type y could be an abstract class or an interface.

Answer: B, D, F

Explanation:

Unlike interfaces, abstract classes can contain fields that are not static and final, and they can contain implemented methods. Such abstract classes are similar to interfaces, except that they provide a partial implementation, leaving it to subclasses to complete the implementation. If an abstract class contains only abstract method declarations, it should be declared as an interface instead.

Note:

An interface in the Java programming language is an abstract type that is used to specify an interface (in the generic sense of the term) that classes must implement. Interfaces are declared using the interface keyword, and may only contain method signature and constant declarations (variable declarations that are declared to be both static and final). An interface may never contain method definitions.

Note 2: an abstract class is a class that is declared abstract--it may or may not include abstract methods. Abstract classes cannot be instantiated, but they can be subclassed. An abstract method is a method that is declared without an implementation (without braces, and followed by a semicolon)

Question 5

Given:

```
public abstract class Account {  
    abstract void deposit (double amt);  
    public abstract Boolean withdraw (double amt);  
}  
  
public class CheckingAccount extends Account {  
  
}
```

What two changes, made independently, will enable the code to compile?

Options:

- A. Change the signature of Account to: public class Account.
- B. Change the signature of CheckingAccount to: public abstract CheckingAccount
- C. Implement private methods for deposit and withdraw in CheckingAccount.
- D. Implement public methods for deposit and withdraw in CheckingAccount.
- E. Change Signature of checkingAccount to: CheckingAccount implements Account.
- F. Make Account an interface.

Answer: B, D

Explanation:

Compiler say:

- Der Typ CheckingAccount muss die Ã¼bernommene abstrakte Methode Account.deposit(double) implementieren
- Der Typ CheckingAccount muss die Ã¼bernommene abstrakte Methode Account.withdraw(double) implementieren

ODER

Typ CheckingAccount als abstract definieren

Question 6

Which two forms of abstraction can a programmer use in Java?

Options:

A. enums

B. interfaces

C. primitives

D. abstract classes

E. concrete classes

F. primitive wrappers

Answer: B, D

Explanation:

When To Use Interfaces

An interface allows somebody to start from scratch to implement your interface or implement your interface in some other code whose original or primary purpose was quite different from your interface. To them, your interface is only incidental, something that have to add on to the their code to be able to use your package. The disadvantage is every method in the interface must be public. You might not want to expose everything.

*When To Use Abstract classes

An abstract class, in contrast, provides more structure. It usually defines some default implementations and provides some tools useful for a full implementation. The catch is, code using it must use your class as the base. That may be highly inconvenient if the other programmers wanting to use your package have already developed their own class hierarchy independently. In Java, a class can inherit from only one base class. *When to Use Both

You can offer the best of both worlds, an interface and an abstract class. Implementors can ignore your abstract class if they choose. The only drawback of doing that is calling methods via their interface name is slightly slower than calling them via their abstract class name.

Reference: <http://mindprod.com/jgloss/interfacevsabstract.html>

Question 7

Given:


```
class Plant {  
    abstract String growthDirection();  
}  
  
class Embryophyta extends Plant {  
    String growthDirection() { return "Up " }  
}  
  
public class Garden {  
    public static void main(String[] args) {  
        Embryophyta e = new Embryophyta();  
        Embryophyta c = new Carrot();  
        System.out.print(e.growthDirection() + growthDirection());  
    }  
}
```

What is the result?

Options:

- A. Up Down
- B. Up Up
- C. Up null
- D. Compilation fails**
- E. An exception is thrown at runtime

Answer: D

Explanation:

Exception in thread "main" java.lang.ExceptionInInitializerError at garden.Garden.main

Caused by: java.lang.RuntimeException: Uncompilable source code - garden.Plant is not abstract and does not override abstract method growthDirection() in garden.Plant

Question 8

Which four are syntactically correct?

Options:

- A. package abc;


```
package def;  
import Java.util . * ;  
public class Test { }
```

B. package abc;

```
import Java.util.*;  
import Java.util.regex.* ;  
public class Test { }
```

C. package abc;

```
public class Test {}  
import Java.util.* ;
```

D. import Java.util.*;

```
package abc;  
public class Test {}
```

E. package abc;

```
import java.util.*;  
public class Test{}
```

F. public class Test{}

```
package abc;  
import java.util.*{}
```

G. import java.util.*;

```
public class Test{}
```

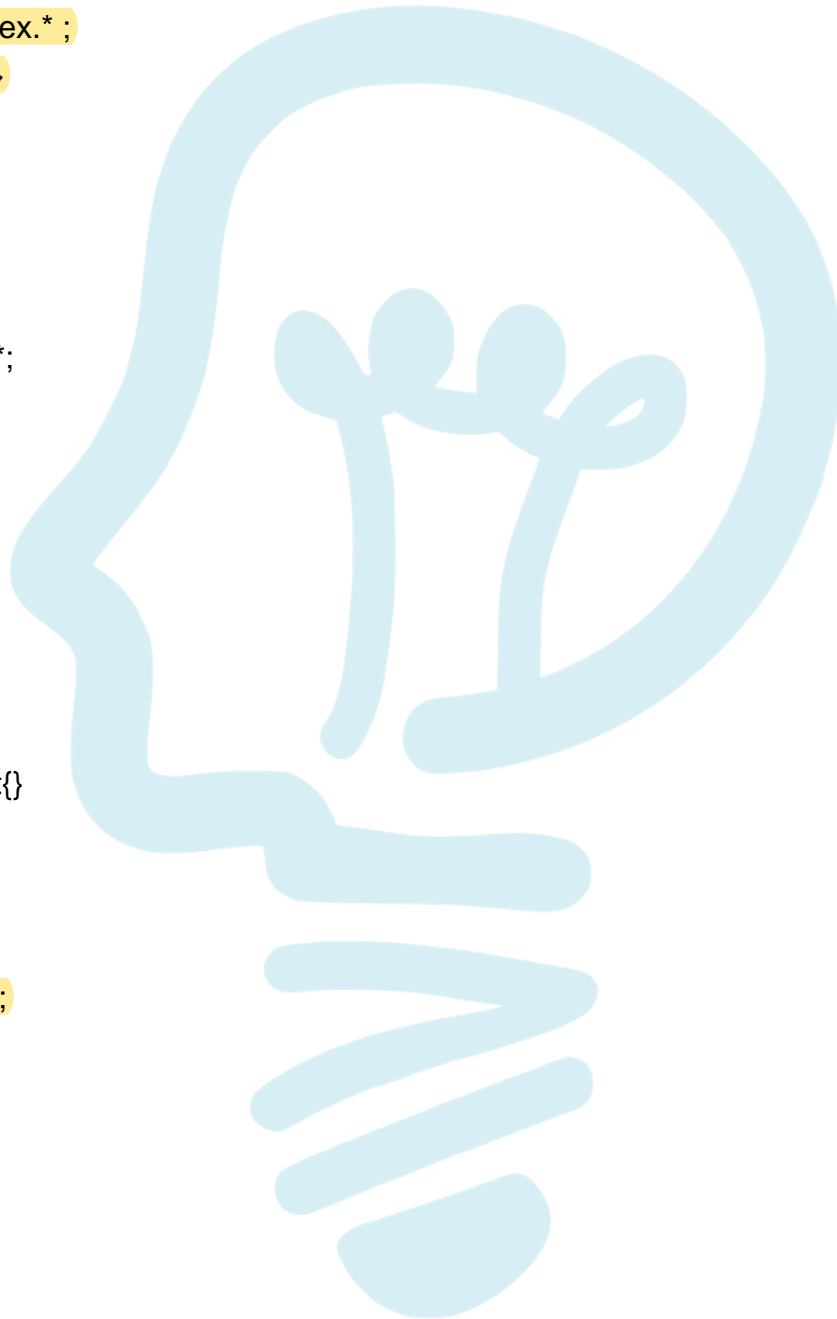
H. package abc;

```
public class test { }
```

Answer: B, E, G, H

Question 9

Given:



```
interface Books {  
  
    //insert code here  
  
}
```

Which fragment, inserted in the Books interface, enables the code to compile?

Options:

A. public abstract String type;

public abstract String getType();

B. public static String type;

public abstract String getType();

C. public String type = "Fiction";

public static String getType();

D. public String type = "Fiction";

public abstract String getType();

Answer: D

Question 10

Given:

```
interface Event {  
    String type = "Event";  
    public void details();  
}  
  
class Quiz {  
    static String type = "Quiz";  
}  
  
public class PracticeQuiz extends Quiz implements Event {  
    public void details() {  
        System.out.print(type);  
    }  
  
    public static void main(String[] args) {  
        new PracticeQuiz().details();  
        System.out.print(" " + type);  
    }  
}
```

What is the result?

Options:

- A. Event Quiz
- B. Event Event
- C. Quiz Quiz
- D. Quiz Event

E. Compilation fails

Answer: E

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