

```
What would the following code display?
int[] a = \{1,2,3,4,5,6\};
int i = a.length - 1;
while(i>=0){
   System.out.print(a[i]);
   i--;
a. 123456
b. An exception could be thrown at runtime.
c. 654321
d. nothing
e. 65432
f. 12345
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A and E are classes, B and D are interfaces Which would be correct?

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a. interface F implements B,D { }
b. interface F implements D { }
c. interface F extends D { }
d. interface F extends E { }
e. interface F extends B,D { }
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What is inheritance?

- a. It is the process where one objectacquires the properties of another.b. inheritance is the ability of an object to take on many forms.
- c. inheritance is a technique to define different methods of same type.
- d. None of the above.

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What is polymorphism?

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What are instance variables?

- a. Instance variables are static variables within a class but outside any method.
- b. Instance variables are variables defined inside methods, constructors or blocks.
- c. Instance variables are variables within a class but outside any method.
- d. None of the above.

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- a. An attribute
- b. A method
- c. Attribute or method
- d. A sub-class

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What would display the following statements?

int[] nums = {1,2,3,4,5,6};

System.out.println((nums[1] + nums[3]));

a. 6
```

b. 2+4

c. 1+3

d. 4

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System.out.println((nums[1] + nums[3]));
a.6
```

b. 2+4

c. 1+3

d. 4

If classes Student, Staff and Faculty extend class Person, which one makes sense:

- a. Faculty[] faculties={new Person(),
 new Staff(), new Student()};
- b. Staff[] staff={new Person(),
 new Faculty(), new Student()};
- c. Person[] persons={new Faculty(),
 new Staff(), new Student()};

If classes Student, Staff and Faculty extend class Person, which one makes sense:

- a. Faculty[] faculties={new Person(),
 new Staff(), new Student()};
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 new Faculty(), new Student()};
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```
class Recursion {
 int func(int n) {
  int result;
   if (n == 0) {
     result = 3;
   } else {
     result = func(n - 1);
   return result;
public class Prog {
 public static void main(String args[]) {
   Recursion obj = new Recursion();
   System.out.print(obj.func(5));
```

- a. 5
- b. 18
- c. 3
- d. Compilation Error
- e. Runtime Error

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- a. 5b. 18c. 3
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```
class Recursion {
 int func(int n) {
   int result = 0;
   if (n < 10) {
    if (n == 8) {
      result = 1;
   } else {
    result = func(n \% 10) + func(n / 10);
   return result;
public class Prog {
 public static void main(String args[]) {
    Recursion obj = new Recursion();
    System.out.print(obj.func(123) + " ");
    System.out.print(obj.func(8328) + " ");
    System.out.println(obj.func(8325));
```

a. 0 0 0

b. 0 2 1

c. 0 1 0

d. Compilation

Error

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a. 0 0 0 b<mark>. 0 2 1</mark>

c. 0 1 0

d. Compilation Error

Which of the following is a valid annotation definition?

- a. public @annotation MyAnnotation { }
- b. private @interface MyAnnotation { }
- **c.** public @interface MyAnnotation { }
- d. public @MyAnnotation{ }

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Which of the following belongs to metaannotations?

- a. @Override
- b. @Retention
- c. @Deprecated
- d. @SuppressWarnings()

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Which of the following are valid retention policy types in Java (multiple answers)?

- a. SOURCE
- b. CLASS
- c. RUNTIME
- d. CODE
- e. TOOLS

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```
import java.lang.annotation.*;
import java.lang.reflect.*;
@Retention(RetentionPolicy.RUNTIME)
@interface MyAnnotation {
 int value();
                                                 a. Prints HelloAnnotation 10
                                                 b. Good Evening Prints 10
                                                 c. Prints 10
class Hello {
                                                 d. Some other output
 \textcircled{a}MyAnnotation(value = 10)
                                                 e. Output cannot be determined
 public void goodEvening() {
   System.out.print("Good Evening");
public class HelloAnnotation {
 public static void main(String args[]) throws Exception {
  Hello h = new Hello();
   Method m = h.getClass().getMethod("goodEvening");
   MyAnnotation myAnn = m.getAnnotation(MyAnnotation.class);
   System.out.println("Prints " + myAnn.value());
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```
interface Int{}
class Simple implements Int{}
class SimpleTest {
 public static void main(String[] args) {
  try {
    Class c=Class.forName("Simple");
    System.out.print(c.isInterface() + " ");
    c=Class.forName("Int");
    System.out.println(c.isInterface());
   } catch (Exception e) {
    System.out.println(e);
                                        a. false true
                                        b. true true
                                        c. true false
                                        d. false false
```

```
interface Int{}
class Simple implements Int{}
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Which of the following can obtain the location of file Reflection.class at runtime?

public class Reflection {}

- **a.** Reflection.class.getClassLoader().getResource("Reflection.class")
- **b.** Reflection.getClass().getResource("Reflection.class")
- **C.** Reflection.getClass().getClassLoader().getResource("Reflection.class")
- **d.** Reflection.class.getClassLoader("Reflection.class")

Which of the following can obtain the location of file Reflection.class at runtime?

public class Reflection {}

- **a.** Reflection.class.getClassLoader().getResource("Reflection.class")
- **D.** Reflection.getClass().getResource("Reflection.class")
- **C.** Reflection.getClass().getClassLoader().getResource("Reflection.class")
- d. Reflection.class.getClassLoader("Reflection.class")

Consider the following program:

```
class MyClass {
 private float val;
  @Deprecated
 MyClass(int n) {
   val = n;
 MyClass(float f) {
   val = f;
public class TestDeprecated {
 public static void main(String[] args) {
   int val = 3;
   MyClass obj = new MyClass(3);
```

What of the following is true?

- a. It generates one warning (call of the deprecated constructor) when compiling, nothing when running b. It generates two warnings (definition of the deprecated constructor and call of the deprecated constructor) when compiling, nothing when running c. No warning when compiling but it generates one warning when running
- d. No warning when compiling but it generates two warnings when running
- e. No warning when compiling, exception when running
- f. One warning when compiling, exception when running

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- a. Create a connection to the database.
- b. Send SQL statements to the database.
- c. Processing data and query results
- d. All of the above

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(multiple choice) which of the following steps are performed when accessing the database through JDBC?

- a. Loading the JDBC driver.
- b. Setting up the connection.
- c. Executing queries or applying changes to the database
- d. Close the connection

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Which package allows Java to access a database?

- a. java.sql
- b. java.db
- c. java.dbms
- d. java.jdbc
- e. java.lang
- f. java.util

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In general, you prefer adding a TableView to a:

- a. BorderPane
- b. StackPane
- c. ScrollPane
- d. SplitPane
- e. TabPane
- f. TitledPane

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FXCollections:

- a. Is a package that contains classes for collections that you should use as backend to some JavaFX widgets.
- b. Is a class that contains wrapper methods for regular collections so that you can use them as backend to some JavaFX widgets.
- c. Is a class that only contains the ObservableList inner class
- d. Is an enum that is used for defining the collections that can be used with JavaFx widgets (for instance a TreeSet cannot be used, and doesn't appear in the enum)

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"static" in java indicates:

- a. Something that you cannot change
- b. Something that is attached to the class, not to a particular object instance
- c. Something that cannot throw exceptions
- d. Something that cannot be overriden (methods) or extended

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- a. FTP
- b. TCP
- c. IP
- d. HTTP

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Which tool isn't a build tool:

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- b. junit
- c. make
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The time taken by a message to travel between computers is called:

- a. bandwidth
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You need to have in your classpath the .jar of the JDBC driver that you are using:

- a. Only when you compile the program
- b. Only when you run the program
- c. Both when you compile and run the program

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If you serialize an object that contains references, when you reload it the referenced objects will go at exactly the same place in memory:

- a. True
- b. False

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a. True

b. False

To make an object serializable:

- a. You don't need to do anything all objects are serializable by default.
- b. You only need to say that it implements the Serializable interface.
- c. You need to say that it implements the Serializable interface and implement the two methods writeObject() and readObject() defined in the interface.

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