

FULL STACK DEVELOPMENT – WORKSHEET 3

Q1. Which one of the following is not a Java feature?

- A. Object-oriented
- B. Use of pointers
- C. Portable
- D. Dynamic and Extensible

Ans B

Q2. Which of these cannot be used for a variable name in Java?

- A. identifier & keyword
- B. identifier
- C. keyword
- D. none of the mentioned

Ans C

Q3. Which of the following is a superclass of every class in Java?

- A. ArrayList
- B. Abstract class
- C. Object class
- D. String

Ans C

Q4. Which one is a valid declaration of a boolean?

- A. boolean b1 = 1;
- B. boolean b2 = 'false';
- C. boolean b3 = false;
- D. boolean b4 = 'true'

Ans C

Q5. Which is the modifier when there is none mentioned explicitly?

- A. protected
- B. private

- C. public
- D. default

Ans D

Q6.All the variables of interface should be?

- A. default and final
- B. default and static
- C. public, static and final
- D. protect, static and final

Ans C

Q7.Which of these data types is used to store command line arguments?

- A. Array
- B. Stack
- C. String
- D. Integer

Ans A

Q8.How many arguments can be passed to main()?

- A. Infinite
- B. Only 1
- C. System Dependent
- D. None of the mentioned

Ans A

Q9.What will be the output of the following Java program, Command line execution is done as – “java Output This is a command Line”?

```
class Output
{ public static void main(String args[])
{
    System.out.print(args[0]);
}
```

```
}
```

- A. java
- B. Output
- C. This
- D. Is

Ans C

Q10.What is the value of “d” in the following Java code snippet?

```
double d = Math.round ( 2.5 + Math.random() );
```

- A. 2
- B. 3
- C. 4
- D. 2.5

Ans B

Q11.Which of these methods is a rounding function of Math class?

- A. max()
- B. min()
- C. abs()
- D. all of the mentioned

Ans D

Q12. Standard output variable ‘out’ is defined in which class?

- A. Void
- B. Process
- C. Runtime
- D. System

Ans D

Q13.What will be the output of the following Java program?

```
class main_class  
{ public static void main(String args[])
```

```
{ int x = 9;
    if (x == 9)
    { int x = 8;
        System.out.println(x);
    }
}
```

- A. 9
- B. 8
- C. Compilation error
- D. Runtime error

Ans B

Q14. Which of these is the method which is executed first before execution of any other thing takes place in a program?

- A. main method
- B. static method
- C. private method
- D. finalize method

Ans A

Q15. Which of these can be used to differentiate two or more methods having the same name?

- A. Parameters data type
- B. Number of parameters
- C. Return type of method
- D. All of the mentioned

Ans D

Q16. What will be the output of the following Java program?

```
class Output
{ static void main(String args[])
    { int x , y = 1;
        x = 10;
```

```
    if(x != 10 && x / 0 == 0)
        System.out.println(y);
    else
        System.out.println(++y);
}
}
```

- A. 1
- B. 2
- C. Runtime Error
- D. Compilation Error

Ans C

Q17.What will be the output of the following Java program?

```
class area
{ int width;
  int length;
  int height;
  area() {
    width = 5;
    length =
6; height
= 1;
  }
  void volume()
  { volume = width * height * length;
  }
}

class cons_method
{ public static void main(String args[])
  { area obj = new area();
    obj.volume();
    System.out.println(obj.volume);
  }
}
```

- A. 0
- B. 1

C. 25

D. 30

Ans A

Q18. Write Syntax to create/define java methods.

Ans <access_modifier> <return_type> <method_name>(<parameter_list>) {

// Method body

// Statements and logic here

// Optionally, a return statement if the method has a return type

}

Q19. Write a java program following instructions

A. Make a class Addition

a. initialize sum as 0

b. make addTwoInt method taking two int parameters a,b. make sum = a+b.

Return Sum

B. define class as Method Call. Define main method

a. Create object of class Addition

b. call method using instance of object

c. Print sum

Ans - public class Main {

public static void main(String[] args) {

// Step 1: Create an object of the Addition class

Addition additionObj = new Addition();

// Step 2: Call the method using the object

```
int sum = additionObj.addTwoInt(5, 3);
```

```
// Step 3: Print the sum using the object
```

```
System.out.println("Sum: " + sum);
```

```
}
```

```
}
```

Q20. Write a java program following instructions

A. Define a class Example

- a. Define two instance variables number and name
- b. Define accessor (getter) methods
- c. Define mutator (setter) methods
- d. define method printDetails —> print name and number

Ans - class Example {

// Step a: Define two instance variables number and name

```
private int number;
```

```
private String name;
```

// Step b: Define accessor (getter) methods

```
public int getNumber() {
```

```
    return number;
```

```
}
```

```
public String getName() {
```

```
    return name;
```

```
}
```

// Step c: Define mutator (setter) methods

```
public void setNumber(int number) {
```

```
    this.number = number;
```

```
}
```

```
public void setName(String name) {  
    this.name = name;  
}
```

// Step d: Define method printDetails to print name and number

```
public void printDetails() {  
    System.out.println("Name: " + name);  
    System.out.println("Number: " + number);  
}  
}
```

B. Define public class Demo (Main Class)

- a. Define main method
- b. Make Instance/object of example class
- c. set number and name using instance created as 123 and Your name.
- d. call printDetails method using instance

Ans - public class Demo {

```
public static void main(String[] args) {
```

// Step b: Create an instance/object of the Example class

```
Example exampleObj = new Example();
```

// Step c: Set number and name using the instance created

```
exampleObj.setNumber(123);
```

```
exampleObj.setName("Your name");
```

// Step d: Call the printDetails method using the instance

```
exampleObj.printDetails();
```

```
}  
}
```