

CORE JAVA MCQs

1. What is the output?

```
int a = 10;  
System.out.println(a++);
```

- A) 11
 - B) 10
 - C) 9
 - D) Compilation error
-

2.

```
System.out.println(5 + 2 + "3");
```

- A) 10
 - B) 73
 - C) 53
 - D) 723
-

3.

```
System.out.println("5" + 2 + 3);
```

- A) 10
 - B) 523
 - C) 55
 - D) Error
-

4. Which is NOT a primitive?

- A) int
- B) float
- C) String
- D) char

5.

```
int x=5;  
if(x=10)  
System.out.println("Yes");
```

- A) Yes
 - B) No output
 - C) Compilation error
 - D) Runtime error
-

6.

```
for(int i=0;i<3;i++);  
System.out.println(i);
```

- A) 0
 - B) 3
 - C) Error
 - D) Infinite
-

7.

```
int[] a={1,2,3};  
System.out.println(a.length);
```

- A) 2
 - B) 3
 - C) 4
 - D) Error
-

8.

```
int[] a=new int[3];  
System.out.println(a[0]);
```

- A) 1
- B) null
- C) 0
- D) Error

9. Which supports multiple inheritance?

- A) Class
 - B) Interface
 - C) Abstract class
 - D) Object
-

10.

```
class A{  
void show(){System.out.println("A");}  
}  
class B extends A{  
void show(){System.out.println("B");}  
}  
A a=new B();  
a.show();
```

- A) A
 - B) B
 - C) Error
 - D) None
-

11. Which is runtime polymorphism?

- A) Overloading
 - B) Overriding
 - C) Constructor
 - D) Encapsulation
-

12.

```
final int x=10;  
x=20;
```

- A) Works
- B) 20

- C) Error
 - D) Runtime exception
-

13. Which keyword prevents inheritance?

- A) static
 - B) private
 - C) final
 - D) abstract
-

14.

```
try{  
int a=10/0;  
}catch(Exception e){  
System.out.println("Error");  
}
```

- A) Crash
 - B) Error
 - C) 0
 - D) Compile error
-

15. Parent of all exceptions?

- A) Error
 - B) Throwable
 - C) RuntimeException
 - D) Object
-

16. Checked exception example?

- A) ArithmeticException
 - B) NullPointerException
 - C) IOException
 - D) ArrayIndexOut
-

17.

```
String s=null;  
System.out.println(s.length());
```

- A) 0
 - B) null
 - C) NPE
 - D) Compile error
-

18. Which block always executes?

- A) try
 - B) catch
 - C) finally
 - D) throw
-

19.

```
int a[]=new int[2];  
System.out.println(a[3]);
```

- A) 0
 - B) 3
 - C) Runtime error
 - D) Compile error
-

20. Constructor return type?

- A) void
 - B) int
 - C) none
 - D) Object
-

21. Method overloading depends on?

- A) Return type
- B) Name

- C) Parameters
 - D) Access modifier
-

22. Default value of boolean?

- A) true
 - B) false
 - C) null
 - D) 0
-

23.

`static int x=5;`

Means?

- A) Object variable
 - B) Class variable
 - C) Local
 - D) Final
-

24.

`this()`

Used for?

- A) Call method
 - B) Call constructor
 - C) Call parent
 - D) Exit
-

25. Parent constructor keyword?

- A) this
- B) parent
- C) super
- D) base

26.

```
interface A{  
void show();  
}
```

Methods are by default?

- A) private
- B) protected
- C) public abstract
- D) static

27. Which allows abstraction?

- A) Interface
- B) Abstract class
- C) Both
- D) None

28.

```
abstract class A{  
abstract void run();  
}
```

Can A be instantiated?

- A) Yes
- B) No
- C) Sometimes
- D) Only main

29.

```
String s="Java";  
s.concat("Lang");  
System.out.println(s);
```

- A) JavaLang
 - B) Java
 - C) Error
 - D) null
-

30. String is?

- A) Mutable
 - B) Immutable
 - C) Dynamic
 - D) Static
-

31. StringBuilder is?

- A) Immutable
 - B) Mutable
 - C) Final
 - D) Slow
-

32.

```
StringBuilder sb=new StringBuilder("Hi");  
sb.append("All");  
System.out.println(sb);
```

- A) Hi
 - B) HiAll
 - C) Error
 - D) null
-

33. Default array value of object?

- A) 0
 - B) null
 - C) empty
 - D) undefined
-

34.

```
int[][] a={{1,2},{3,4}};  
System.out.println(a[1][0]);
```

- A) 1
 - B) 2
 - C) 3
 - D) 4
-

35. class A {

public static void f() {

System.out.println("fA"); } }

class B extends A{

public static void f() {

System.out.println("fB"); }

public static void main(String[] args) {

A a= new B();

a.f(); } }

What will happen on compilation or execution of code?

- A. fA**
 - B. fB**
 - C. Code will not compile**
 - D. Code will throw runtime error**
-

36.

```
Integer i=10;  
int j=i;
```

Called?

- A) Boxing
 - B) Casting
 - C) Unboxing
 - D) Wrapping
-

37.

```
int i=10;  
Integer j=i;
```

- A) Unboxing
 - B) Boxing
 - C) Casting
 - D) Error
-

38. JVM stands for?

- A) Java Virtual Machine
 - B) Java Variable Method
 - C) Joint VM
 - D) None
-

39. Which runs first?

- A) constructor
 - B) main
 - C) static block
 - D) object
-

40.

```
static{
```

```
System.out.println("Hi");  
}
```

When executed?

- A) Object creation
 - B) Program end
 - C) Class loading
 - D) main end
-

41. Can main be overloaded?

- A) Yes
 - B) No
 - C) Sometimes
 - D) Only static
-

42.

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

args are?

- A) Integer
 - B) Array
 - C) Object
 - D) List
-

43. Which is NOT OOPS pillar?

- A) Encapsulation
 - B) Inheritance
 - C) Compilation
 - D) Polymorphism
-

44. Private members accessible?

- A) Same class
 - B) Same package
 - C) Subclass
 - D) Everywhere
-

45. Default access modifier scope?

- A) Same class
 - B) Same package
 - C) Everywhere
 - D) Subclass only
-

46.

```
class Test{}
```

Default constructor exists?

- A) Yes
 - B) No
 - C) Sometimes
 - D) Only static
-

47.

```
throw new Exception();
```

Used to?

- A) Catch
 - B) Create
 - C) Explicit throw
 - D) Handle
-

48.

throws IOException

Means?

- A) Handle
 - B) Declare
 - C) Catch
 - D) Ignore
-

49. Which is unchecked?

- A) IOException
 - B) SQLException
 - C) NullPointerException
 - D) FileNotFoundException
-

50. Can we have multiple catch?

- A) Yes
 - B) No
 - C) Only one
 - D) Only runtime
-

51. Which collection allows duplicates?

- A) Set
 - B) Map
 - C) List
 - D) Tree
-

52. HashMap allows?

- A) Duplicate keys
 - B) One null key
 - C) No null
 - D) Sorted
-

53. Which preserves insertion order?

- A) HashMap
 - B) TreeMap
 - C) LinkedHashMap
 - D) Hashtable
-

54. ArrayList is?

- A) Synchronized
 - B) Thread-safe
 - C) Not synchronized
 - D) Immutable
-

55.

List l=new ArrayList();

Type?

- A) Generic
 - B) Raw
 - C) Final
 - D) Static
-

56. Which is faster?

- A) Array
 - B) ArrayList
 - C) Vector
 - D) Map
-

57.

```
int x=1;  
x+=2;
```

Value?

- A) 1
- B) 2

- C) 3
 - D) Error
-

58.

`System.out.println(10/3);`

- A) 3.33
 - B) 3
 - C) 0
 - D) Error
-

59.

`double d=10/3;`

Value?

- A) 3.33
 - B) 3.0
 - C) Error
 - D) 0
-

60. Which supports generics?

- A) Primitive
 - B) Class
 - C) Interface
 - D) Both B & C
-

61. Can interface have default methods?

- A) Yes
 - B) No
 - C) Only static
 - D) Only private
-

62. Which keyword creates object?

- A) create
 - B) new
 - C) make
 - D) alloc
-

63.

Object o=new String("Hi");

Type of o?

- A) String
 - B) Object
 - C) Both
 - D) None
-

64.

String s1="A";
String s2="A";

Same memory?

- A) Yes
 - B) No
 - C) Sometimes
 - D) Error
-

65. Which area stores String literals?

- A) Heap
 - B) Stack
 - C) SCP
 - D) Register
-

66.


```
int a[]={};
```

Size?

- A) 0
 - B) 1
 - C) Error
 - D) null
-

67.

```
return;
```

Means?

- A) Exit method
 - B) Continue
 - C) Break
 - D) Stop JVM
-

68. Can constructor be private?

- A) Yes
 - B) No
 - C) Only static
 - D) Only abstract
-

69. Singleton uses?

- A) public constructor
 - B) private constructor
 - C) abstract constructor
 - D) static constructor
-

70. Which keyword stops method override?

- A) final
- B) static

- C) private
 - D) abstract
-

71. Method hiding uses?

- A) override
 - B) static
 - C) super
 - D) this
-

72.

`static void test(){}`

Belongs to?

- A) Object
 - B) Class
 - C) Interface
 - D) Package
-

73. JVM memory for objects?

- A) Stack
 - B) Heap
 - C) Method area
 - D) Register
-

74.

`break;`

Used in?

- A) Loop
- B) Switch
- C) Both
- D) Method

75. Which is NOT keyword?

- A) class
 - B) static
 - C) Integer
 - D) final
-

76. Which converts primitive to object?

- A) Casting
 - B) Boxing
 - C) Unboxing
 - D) Parsing
-

77.

`System.exit(0);`

Does?

- A) Stops loop
 - B) Ends JVM
 - C) Breaks method
 - D) Continue
-

78. Can interface have variables?

- A) Yes (public static final)
 - B) No
 - C) private
 - D) protected
-

79.

`int i;`
`System.out.println(i);`

- A) 0
 - B) null
 - C) Compile error
 - D) Runtime
-

80. Local variables default value?

- A) 0
 - B) null
 - C) No default
 - D) false
-

81. Which keyword handles exception?

- A) throw
 - B) throws
 - C) catch
 - D) finally
-

82.

class A{}
class B{}

Relation?

- A) IS-A
 - B) HAS-A
 - C) None
 - D) Both
-

83. Which supports HAS-A?

- A) Inheritance
- B) Composition
- C) Polymorphism
- D) Overriding

84.

List<Integer> l=new ArrayList<>();

Feature?

- A) Raw
 - B) Autoboxing
 - C) Generics
 - D) Casting
-

85. Which collection is synchronized?

- A) ArrayList
 - B) Vector
 - C) HashMap
 - D) HashSet
-

86. Which exception during compile?

- A) NullPointerException
 - B) IOException
 - C) Arithmetic
 - D) IndexOut
-

87. Marker interface?

- A) Runnable
 - B) Serializable
 - C) Comparable
 - D) Iterator
-

88. Which is functional interface?

- A) Runnable
- B) Serializable

- C) Cloneable
 - D) Marker
-

89. Lambda introduced in?

- A) Java 5
 - B) Java 6
 - C) Java 7
 - D) Java 8
-

90. Which supports stream API?

- A) Java 6
 - B) Java 7
 - C) Java 8
 - D) Java 5
-

91. Which allows multiple catch in single block?

- A) Java 6
 - B) Java 7
 - C) Java 5
 - D) Java 8
-

92.

```
int x=10;  
System.out.println(++x);
```

- A) 10
 - B) 11
 - C) 9
 - D) Error
-

93.

String s=new String("A");

Stored in?

- A) SCP only
 - B) Heap
 - C) Stack
 - D) Register
-

94. Which is abstract method?

- A) with body
 - B) without body
 - C) static
 - D) final
-

95. Can abstract class have constructor?

- A) Yes
 - B) No
 - C) Only static
 - D) Only default
-

96. Which keyword used to inherit class?

- A) implements
 - B) extends
 - C) inherit
 - D) using
-

97. Which keyword for interface?

- A) extends
 - B) implements
 - C) inherit
 - D) super
-

98.

```
int a=010;
```

Value?

- A) 10
 - B) 8
 - C) 2
 - D) Error
-

99.

```
System.out.println(1==1.0);
```

- A) true
 - B) false
 - C) Error
 - D) null
-

100.

```
char c='A';  
System.out.println(c+1);
```

- A) B
 - B) 66
 - C) A1
 - D) Error
-

ANSWER KEY (ONLY HERE)

1:B 2:B 3:B 4:C 5:C 6:C 7:B 8:C 9:B 10:B
11:B 12:C 13:C 14:B 15:B 16:C 17:C 18:C 19:C 20:C
21:C 22:B 23:B 24:B 25:C 26:C 27:C 28:B 29:B 30:B
31:B 32:B 33:B 34:C 35:C 36:C 37:B 38:A 39:C 40:C
41:A 42:B 43:C 44:A 45:B 46:A 47:C 48:B 49:C 50:A
51:C 52:B 53:C 54:C 55:B 56:A 57:C 58:B 59:B 60:D
61:A 62:B 63:B 64:A 65:C 66:A 67:A 68:A 69:B 70:A
71:B 72:B 73:B 74:C 75:C 76:B 77:B 78:A 79:C 80:C

81:C 82:C 83:B 84:C 85:B 86:B 87:B 88:A 89:D 90:C
91:B 92:B 93:B 94:B 95:A 96:B 97:B 98:B 99:A 100:B

=====

CORE PYTHON MCQs

1.

```
a = 10  
print(a)
```

- A) "10"
 - B) 10
 - C) Error
 - D) None
-

2.

```
print(type(5))
```

- A) int
 - B) <class 'int'>
 - C) integer
 - D) number
-

3.

```
print(5 + 2 * 3)
```

- A) 21
 - B) 11
 - C) 17
 - D) 15
-

4.

```
print("5" + "2")
```

- A) 7
- B) 52

- C) Error
 - D) 10
-

5.

```
print("5" + 2)
```

- A) 7
 - B) 52
 - C) Error
 - D) 10
-

6.

```
a = [1,2,3]  
print(len(a))
```

- A) 2
 - B) 3
 - C) 4
 - D) Error
-

7.

```
a = [1,2,3]  
print(a[-1])
```

- A) 1
 - B) 2
 - C) 3
 - D) Error
-

8.

```
a = [1,2,3]  
a.append(4)  
print(a)
```

- A) [1,2,3]
- B) [4,1,2,3]

- C) [1,2,3,4]
 - D) Error
-

9.

```
print(bool(0))
```

- A) True
 - B) False
 - C) 0
 - D) Error
-

10.

```
print(bool(" "))
```

- A) False
 - B) True
 - C) None
 - D) Error
-

11.

```
x = 5
if x == 5:
    print("Yes")
```

- A) Yes
 - B) No
 - C) Error
 - D) None
-

12.

```
for i in range(3):
    print(i)
```

- A) 1 2 3
- B) 0 1 2

- C) 0 1 2 3
 - D) Error
-

13.

```
print(list(range(2,6)))
```

- A) [2,3,4,5]
 - B) [2,3,4,5,6]
 - C) [3,4,5]
 - D) Error
-

14.

```
a = (1,2,3)
a[0] = 5
```

- A) Works
 - B) Error
 - C) Prints 5
 - D) None
-

15.

```
d = {"a":1,"b":2}
print(d["a"])
```

- A) a
 - B) 1
 - C) 2
 - D) Error
-

16.

```
d = {}
print(type(d))
```

- A) list
- B) set

- C) dict
 - D) tuple
-

17.

```
s = {1,2,3,3}  
print(len(s))
```

- A) 4
 - B) 3
 - C) 2
 - D) Error
-

18.

```
a = [1,2,3]  
print(a*2)
```

- A) [2,4,6]
 - B) [1,2,3,1,2,3]
 - C) Error
 - D) None
-

19.

```
print(10/3)
```

- A) 3
 - B) 3.0
 - C) 3.333...
 - D) Error
-

20.

```
print(10//3)
```

- A) 3
- B) 3.33
- C) 4
- D) Error

21.

`print(type(None))`

- A) None
 - B) null
 - C) <class 'NoneType'>
 - D) Error
-

22.

`x = "Python"`
`print(x[1])`

- A) P
 - B) y
 - C) t
 - D) Error
-

23.

`print("Python"[:-1])`

- A) Python
 - B) nohtyP
 - C) Error
 - D) None
-

24.

`a = [1,2,3]`
`print(a.pop())`

- A) 1
 - B) 2
 - C) 3
 - D) Error
-

25.

```
print(type(5.0))
```

- A) int
 - B) float
 - C) double
 - D) Error
-

26.

```
def add(a,b):  
    return a+b
```

```
print(add(2,3))
```

- A) 23
 - B) 5
 - C) Error
 - D) None
-

27.

```
def test():  
    pass  
print(test())
```

- A) pass
 - B) None
 - C) Error
 - D) 0
-

28.

```
x = lambda a: a+10  
print(x(5))
```

- A) 5
- B) 10
- C) 15
- D) Error

29.

`print(list(map(lambda x:x*2,[1,2,3])))`

- A) [2,4,6]
 - B) [1,2,3]
 - C) Error
 - D) None
-

30.

`print(list(filter(lambda x:x>2,[1,2,3])))`

- A) [1,2]
 - B) [3]
 - C) Error
 - D) None
-

31.

```
try:
    print(10/0)
except:
    print("Error")
```

- A) 0
 - B) Error
 - C) Crash
 - D) None
-

32.

```
try:
    print("A")
finally:
    print("B")
```

- A) A
- B) B

- C) A B
 - D) Error
-

33.

`print(type([]))`

- A) list
 - B) tuple
 - C) dict
 - D) set
-

34.

`print(type(()))`

- A) list
 - B) tuple
 - C) dict
 - D) set
-

35.

`print(type({}))`

- A) set
 - B) dict
 - C) list
 - D) tuple
-

36.

`a = {1,2}`
`b = {2,3}`
`print(a & b)`

- A) {1}
- B) {2}
- C) {3}
- D) Error

37.

`print("a" in "cat")`

- A) True
 - B) False
 - C) Error
 - D) None
-

38.

`print(2**3)`

- A) 6
 - B) 8
 - C) 9
 - D) Error
-

39.

`print(round(3.6))`

- A) 3
 - B) 4
 - C) 3.6
 - D) Error
-

40.

`print(sum([1,2,3]))`

- A) 5
 - B) 6
 - C) 7
 - D) Error
-

41.

```
print(min([3,1,2]))
```

- A) 3
 - B) 1
 - C) 2
 - D) Error
-

42.

```
print(max([3,1,2]))
```

- A) 3
 - B) 1
 - C) 2
 - D) Error
-

43.

```
a = [1,2,3]  
b = a  
b.append(4)  
print(a)
```

- A) [1,2,3]
 - B) [4]
 - C) [1,2,3,4]
 - D) Error
-

44.

```
a=[1,2]  
b=a.copy()  
b.append(3)  
print(a)
```

- A) [1,2,3]
 - B) [1,2]
 - C) [3]
 - D) Error
-

45.

```
print(bool([]))
```

- A) True
 - B) False
 - C) Error
 - D) None
-

46.

```
x = 5  
print(type(x) is int)
```

- A) True
 - B) False
 - C) Error
 - D) None
-

47.

```
print(isinstance(5,int))
```

- A) True
 - B) False
 - C) Error
 - D) None
-

48.

```
class A:  
    pass  
a=A()  
print(type(a))
```

- A) A
 - B) object
 - C) <class 'main.A'>
 - D) Error
-

49.

```
class A:  
    x=5  
print(A.x)
```

- A) 0
 - B) 5
 - C) Error
 - D) None
-

50.

```
class A:  
    def show(self):  
        print("Hello")  
A().show()
```

- A) Hello
 - B) Error
 - C) None
 - D) show
-

ANSWER KEY (ONLY HERE)

1:B 2:B 3:B 4:B 5:C 6:B 7:C 8:C 9:B 10:B
11:A 12:B 13:A 14:B 15:B 16:C 17:B 18:B 19:C 20:A
21:C 22:B 23:B 24:C 25:B 26:B 27:B 28:C 29:A 30:B
31:B 32:C 33:A 34:B 35:B 36:B 37:A 38:B 39:B 40:B
41:B 42:A 43:C 44:B 45:B 46:A 47:A 48:C 49:B 50:A

=====

PowerShell MCQs

1. What is PowerShell primarily used for?

- A. Web development
 - B. System administration and automation
 - C. Game programming
 - D. Graphic design
-

2. Which command lists all running services?

- A. Get-Process
 - B. Show-Service
 - C. Get-Service
 - D. List-Service
-

3. What is the correct file extension for a PowerShell script?

- A. .ps
 - B. .psh
 - C. .ps1
 - D. .powershell
-

4. Which cmdlet displays files and folders?

- A. ls
 - B. dir
 - C. Get-ChildItem
 - D. All of the above
-

5. How do you define a variable?

- A. `var x = 10`
- B. `x = 10`
- C. `$x = 10`
- D. `int x = 10`

6. Which symbol represents a variable?

- A. @
 - B. #
 - C. \$
 - D. %
-

7. What does | represent?

- A. OR operator
 - B. Redirect
 - C. Pipeline
 - D. Background task
-

8. Which cmdlet is used to get help?

- A. Help
 - B. Get-Help
 - C. Show-Help
 - D. Help-Get
-

9. What is the output of:

5 + "5"

- A. 10
 - B. 55
 - C. Error
 - D. 5
-

10. Which cmdlet stops a service?

- A. Stop-Service
- B. End-Service

- C. Close-Service
 - D. Kill-Service
-

11. Which command lists installed modules?

- A. Get-Module
 - B. Get-Module -ListAvailable
 - C. Show-Module
 - D. List-Module
-

12. How do you create a function?

A.

create Test {}

B.

function Test {}

C.

def Test {}

D.

func Test {}

13. Which keyword handles exceptions?

- A. handle
 - B. catch
 - C. error
 - D. except
-

14. What does -Recurse do?

- A. Deletes files
 - B. Searches subfolders
 - C. Sorts output
 - D. Stops execution
-

15. Which cmdlet reads file content?

- A. Read-File
 - B. Open-File
 - C. Get-Content
 - D. Load-File
-

16. What does [CmdletBinding()] do?

- A. Compiles code
 - B. Creates module
 - C. Converts function to advanced cmdlet-style function
 - D. Exports function
-

17. Which cmdlet installs modules?

- A. Add-Module
 - B. Install-Module
 - C. Load-Module
 - D. New-Module
-

18. How do you import a module?

- A. Use-Module
 - B. Load-Module
 - C. Import-Module
 - D. Enable-Module
-

19. Which command outputs current directory?

- A. pwd
 - B. Get-Location
 - C. Both A and B
 - D. Show-Path
-

20. Which operator compares values?

- A. =
 - B. ==
 - C. -eq
 - D. :=
-

Answers

- 1. B
- 2. C
- 3. C
- 4. D
- 5. C
- 6. C
- 7. C
- 8. B
- 9. B
- 10. A
- 11. B

12. B

13. B

14. B

15. C

16. C

17. B

18. C

19. C

20. C

=====

CI/CD MCQs

1. What does CI stand for?

- A. Continuous Integration
 - B. Continuous Installation
 - C. Continuous Improvement
 - D. Continuous Inspection
-

2. What does CD usually mean in DevOps?

- A. Code Deployment
- B. Continuous Delivery / Continuous Deployment
- C. Centralized Development
- D. Controlled Delivery

3. What is the main goal of CI?

- A. Manual testing
 - B. Faster coding
 - C. Automatically build and test code after every change
 - D. Replace developers
-

4. Which activity is part of Continuous Integration?

- A. Writing documentation
 - B. Manual deployment
 - C. Automated builds and tests on every commit
 - D. Customer feedback
-

5. In CI/CD, what is a *pipeline*?

- A. A network cable
 - B. A sequence of automated steps (build, test, deploy)
 - C. A database
 - D. A log file
-

6. Which of the following best describes Continuous Deployment?

- A. Deploying once per month
 - B. Deploying only manually
 - C. Every successful build is automatically deployed to production
 - D. Deploying only on weekends
-

7. What is *Continuous Delivery*?

- A. Code is always deployable, but deployment may be manual
- B. Code is never tested
- C. Deployment is blocked
- D. Only QA can deploy

8. Which file commonly defines pipeline stages in Jenkins?

- A. pipeline.json
- B. build.xml
- C. Jenkinsfile
- D. docker.yml

(Used by Jenkins)

9. Which GitHub feature is used to build CI/CD workflows?

- A. GitHub Issues
- B. GitHub Wiki
- C. GitHub Actions
- D. GitHub Pages

(From GitHub)

10. Which command typically triggers a CI pipeline?

- A. Creating a folder
 - B. Committing or pushing code
 - C. Restarting the PC
 - D. Opening VS Code
-

11. Which tool is commonly used to package applications into containers?

- A. Maven
- B. Gradle
- C. Docker
- D. Ant

(Docker)

12. Which platform is widely used to orchestrate containers in CD?

- A. Tomcat
- B. IIS
- C. Kubernetes
- D. Apache

(Kubernetes)

13. What is the purpose of automated testing in CI?

- A. Replace developers
 - B. Slow down builds
 - C. Catch bugs early
 - D. Remove documentation
-

14. What is a *build artifact*?

- A. A bug report
 - B. A compiled output (jar, exe, image, etc.)
 - C. A log file only
 - D. Source code
-

15. Which is a popular Git-based CI/CD platform besides Jenkins?

- A. Notepad++
- B. GitLab CI/CD
- C. FileZilla
- D. PuTTY

(GitLab)

16. What does “shift left” mean in CI/CD?

- A. Test later
 - B. Deploy later
 - C. Perform testing and security earlier in the pipeline
 - D. Move code left
-

17. Which environment usually comes right after CI?

- A. Production
 - B. Development
 - C. Staging / Test
 - D. Archive
-

18. What is rollback in CD?

- A. Deleting code
 - B. Reverting to a previous stable version
 - C. Restarting server
 - D. Stopping pipeline
-

19. Why are small, frequent commits encouraged?

- A. They slow pipelines
 - B. They reduce merge conflicts and failures
 - C. They increase bugs
 - D. They block deployments
-

20. Which is NOT a typical CI/CD stage?

- A. Build
 - B. Test
 - C. Deploy
 - D. Designing UI
-

Answers

1. A
2. B

3. C

4. C

5. B

6. C

7. A

8. C

9. C

10. B

11. C

12. C

13. C

14. B

15. B

16. C

17. C

18. B

19. B

20. D

=====

Logging MCQs (20 Questions)

1. What is logging in software applications?

- A. Compiling code
 - B. Storing application events and messages
 - C. Encrypting data
 - D. Running tests
-

2. Why is logging important?

- A. Makes UI faster
 - B. Helps debugging and monitoring
 - C. Reduces memory usage
 - D. Replaces testing
-

3. Which log level usually indicates a serious failure?

- A. info
 - B. debug
 - C. warn
 - D. error
-

4. Which of the following is NOT a common log level?

- A. info
 - B. warn
 - C. error
 - D. compile
-

5. In Node.js, which is the simplest way to log messages?

- A. `logger.write()`
 - B. `console.log()`
 - C. `print()`
 - D. `echo()`
-

6. Which library is commonly used for structured logging in Node.js?

- A. Axios
 - B. Winston
 - C. Express
 - D. Lodash
-

7. What does this typically do?

```
logger.error("DB failed");
```

- A. Stops Node.js
 - B. Logs an error message
 - C. Deletes database
 - D. Restarts server
-

8. What is a “transport” in Winston?

- A. Network cable
 - B. UI theme
 - C. Log destination (console/file/etc.)
 - D. Database
-

9. What is the purpose of timestamps in logs?

- A. Reduce file size
 - B. Improve UI
 - C. Track when events occurred
 - D. Encrypt logs
-

10. Which is a good logging practice?

- A. Log passwords
 - B. Disable logs in production
 - C. Use log levels
 - D. Log only errors
-

11. What is a log file?

- A. Source code
 - B. Binary executable
 - C. Stored record of application events
 - D. Database schema
-

12. Which tool is used for HTTP request logging in Express apps?

- A. Morgan
 - B. Jest
 - C. Mocha
 - D. Nodemon
-

13. What does *centralized logging* mean?

- A. Logs stored on developer PC
 - B. Logs sent to one central system
 - C. Logs deleted automatically
 - D. Logs stored in browser
-

14. ELK stands for:

- A. Elastic – Log – Kernel
- B. Error – Log – Key
- C. Elasticsearch – Logstash – Kibana
- D. Execute – Load – Kill

(Used with Elasticsearch, Logstash, and Kibana)

15. What is log rotation?

- A. Deleting logs
- B. Encrypting logs
- C. Creating new log files periodically
- D. Uploading logs to GitHub

16. Which log level is best for development troubleshooting?

- A. error
 - B. warn
 - C. info
 - D. debug
-

17. What should NOT be logged?

- A. Errors
 - B. API requests
 - C. Passwords / secrets
 - D. Startup messages
-

18. Why are structured (JSON) logs useful?

- A. Smaller size
 - B. Easier machine parsing and searching
 - C. Better colors
 - D. Faster UI
-

19. What is usually logged in CI/CD pipelines?

- A. UI screenshots
 - B. Build, test, deploy output
 - C. User passwords
 - D. Browser history
-

20. Which is a production best practice?

- A. Use only console.log
- B. Disable timestamps
- C. Separate error logs
- D. Avoid log files

Answers

1. B

2. B

3. D

4. D

5. B

6. B

7. B

8. C

9. C

10. C

11. C

12. A

13. B

14. C

15. C

16. D

17. C

18. B

19. B

=====

REST API & JWT – 20 MCQs

REST API Questions

1. What does REST stand for?

- A. Remote Execution Service Technology
 - B. Representational State Transfer
 - C. Reliable Endpoint Service Transfer
 - D. Remote Endpoint Standard Technique
-

2. REST APIs primarily use which protocol?

- A. FTP
 - B. SMTP
 - C. HTTP
 - D. TCP only
-

3. Which HTTP method is typically used to retrieve data?

- A. POST
 - B. PUT
 - C. GET
 - D. DELETE
-

4. Which HTTP method is idempotent?

- A. POST
 - B. GET
 - C. PATCH
 - D. CONNECT
-

5. Which HTTP status code means “Resource Created”?

- A. 200
 - B. 201
 - C. 404
 - D. 500
-

6. What does HTTP status code 404 indicate?

- A. Server error
 - B. Unauthorized
 - C. Resource not found
 - D. Success
-

7. In REST, what does “stateless” mean?

- A. Server stores session
 - B. Server remembers client data
 - C. Each request contains all necessary information
 - D. Client stores logs
-

8. Which format is most commonly used in REST APIs?

- A. XML only
 - B. YAML
 - C. JSON
 - D. CSV
-

9. In Express, which object is used to send JSON response?

- A. req.json()
 - B. res.send()
 - C. res.json()
 - D. req.send()
-

10. What is the purpose of API versioning?

- A. Increase speed
 - B. Prevent errors
 - C. Maintain backward compatibility
 - D. Encrypt requests
-

JWT Questions

11. What does JWT stand for?

- A. Java Web Token
 - B. JSON Web Token
 - C. JavaScript Web Token
 - D. JSON With Token
-

12. A JWT is typically used for:

- A. Data storage
 - B. File upload
 - C. Authentication and authorization
 - D. UI rendering
-

13. A JWT consists of how many parts?

- A. 2
- B. 3
- C. 4
- D. 5

14. The three parts of JWT are:

- A. Header, Payload, Signature
 - B. Header, Body, Footer
 - C. Start, Data, End
 - D. Token, Key, Value
-

15. Where is JWT usually stored on the client side?

- A. Database
 - B. LocalStorage / Cookies
 - C. Server RAM
 - D. HTML file
-

16. What is stored in the JWT payload?

- A. Secret key
 - B. Encrypted password
 - C. User data / claims
 - D. HTML code
-

17. What is the purpose of JWT signature?

- A. Encrypt the payload
 - B. Verify token integrity
 - C. Increase speed
 - D. Store user password
-

18. Which algorithm is commonly used to sign JWT?

- A. RSA only
- B. AES
- C. HS256
- D. MD5

19. What happens if the JWT signature is modified?

- A. Nothing
- B. Token becomes invalid
- C. Server restarts
- D. User auto-login

20. Which header is commonly used to send JWT in HTTP requests?

- A. Content-Type
 - B. Authorization
 - C. Accept
 - D. Cache-Control
-

Answers

- 1. B
- 2. C
- 3. C
- 4. B
- 5. B
- 6. C
- 7. C
- 8. C
- 9. C
- 10. C

11. B

12. C

13. B

14. A

15. B

16. C

17. B

18. C

19. B

20. B