Q 1 - Static functions can be accessed using null reference.\\\\\\shadi

[A - True](javascript:void(0);)

B - False

### Answer : A

### Explaination

True, Static functions can be accessed via class name or via null reference.

Q 12: What is the size of char variable? .\\\\\\shadi

[A - 8 bit](javascript:void(0);)

B - 16 bit

[C - 32 bit](javascript:void(0);)

[D - 64 bit](javascript:void(0);)

### Answer : B

### Explaination

The char data type is represented by single 16-bit Unicode character.

Minimum value: '\u0000' (or 0)

Maximum value: '\uffff' (or 65,535)

Q 13: What is the default value of char variable? .\\\\\\shadi

A - '\u0000'

[B - 0](javascript:void(0);)

[C - null](javascript:void(0);)

[D - not defined](javascript:void(0);)

### Answer : A

### Explaination

char variable has default value of '\u0000' if defined as an instance/static variable.

Q 14 - What is the default value of Object variable? //kassim

[A - undefined](javascript:void(0);)

[B - 0](javascript:void(0);)

C - null

[D - not defined](javascript:void(0);)

### Answer : C

### Explaination

Object variable has default value of null if defined as an instance/static variable.

Q 15 - What is instance variable? //Kassim

[A - Instance variables are static variables within a class but outside any method.](javascript:void(0);)

[B - Instance variables are variables defined inside methods, constructors or blocks.](javascript:void(0);)

C - Instance variables are variables within a class but outside any method.

[D - None of the above.](javascript:void(0);)

### Answer : C

### Explaination

Instance variables are variables within a class but outside any method. These variables are instantiated when the class is loaded.

Q 16 - Can be constructor be made final?//kassim

[A - True.](javascript:void(0);)

B - False.

### Answer : B

### Explaination

No, this is not possible.

Q 17 - What is function overriding?//kassim

[A - If a subclass uses a method that is already provided by its parent class, it is known as Method Overriding.](javascript:void(0);)

B - If a subclass provides a specific implementation of a method that is already provided by its parent class, it is known as Method Overriding.

[C - Both of the above.](javascript:void(0);)

[D - None of the above.](javascript:void(0);)

### Answer : B

### Explaination

If a subclass provides a specific implementation of a method that is already provided by its parent class, it is known as Method Overriding.

Q 18 - What happens when thread's sleep() method is called? //axel

[A - Thread returns to the ready state.](javascript:void(0);)

B - Thread returns to the waiting state.

[C - Thread starts running.](javascript:void(0);)

[D - None of the above.](javascript:void(0);)

### Answer : B

### Explaination

When a task invokes its sleep() method, it returns to the waiting state.

Q 19 - Is it necessary that each try block must be followed by a finally block? //axel

[A - True.](javascript:void(0);)

B - False.

### Answer : B

### Explaination

It is not necessary that each try block must be followed by a finally block. It should be followed by either a catch block or a finally block.

Q 20 - Which method must be implemented by all threads? //axel

[A - wait()](javascript:void(0);)

[B - start()](javascript:void(0);)

[C - stop()](javascript:void(0);)

D - run()

### Answer : D

### Explaination

All threads must implement the run() method.

1. What is the range of short data type in Java?  
a) -128 to 127  
b) -32768 to 32767  
c) -2147483648 to 2147483647  
d) None of the mentioned

### Answer: b Explaination

: Short occupies 16 bits in memory. Its range is from -32768 to 32767.

2. What is the range of byte data type in Java?  
a) -128 to 127  
b) -32768 to 32767  
c) -2147483648 to 2147483647  
d) None of the mentioned

### Answer: a Explaination

: Byte occupies 8 bits in memory. Its range is from -128 to 127.

3. Which of the following are legal lines of Java code?

1. int w = (int)888.8;

2. byte x = (byte)100L;

3. long y = (byte)100;

4. byte z = (byte)100L;

a) 1 and 2  
b) 2 and 3  
c) 3 and 4  
d) All statements are correct

### Answer: d Explaination

: Statements (1), (2), (3), and (4) are correct. (1) is correct because when a floating-point number (a double in this case) is cast to an int, it simply loses the digits after the decimal. (2) and (4) are correct because a long can be cast into a byte. If the long is over 127, it loses its most significant (leftmost) bits. (3) actually works, even though a cast is not necessary, because a long can store a byte.