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NPTEL

Courses » Programming in Java

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Unit 9 - Week 7 :

Register for Certification exam

Course outline

How to access the portal

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- Lecture 31 : I-O Stream-II

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Assignment 7

The due date for submitting this assignment has passed.   **Due on 2019-03-20, 23:59 IST**
As per our records you have not submitted this assignment.

1) Which are the ways to read data from the keyboard?   *1 point*

   a.   Using an object of DataInputStream class

   b.   Directly from keyboard and using Scanner class

   c.   Passing the data as command line input

   d.   All of the above-mentioned ways

   ○ a.
   ○ b.
   ○ c.
   ○ d.

No, the answer is incorrect.
Score: 0

Accepted Answers:
d.

2)   *1 point*

Which of the following streams contains the classes which can work on character stream?

   a.   InputStream
   b.   OutputStream
   c.   FileReader
   d.   FileWriter

   ☐ a.
   ☐ b.
   ☐ c.
   ☐ d.

No, the answer is incorrect.
Score: 0

Accepted Answers:
c.

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Which of the following method of DataInputStream class is used to read multiple character once from a file?

   a. read()
   b. readChar()
   c. readLine()
   d. readUTF()

   ○ a.
   ○ b.
   ○ c.
   ○ d.

No, the answer is incorrect.
Score: 0

Accepted Answers:
c.

4)   *1 point*

Which of the following classes can be used to implement the input stream that uses a chara array as the source?

   a. BufferedReader
   b. FileReader
   c. CharArrayReader
   d. FileArrayReader

   ○ a.
   ○ b.
   ○ c.
   ○ d.

No, the answer is incorrect.
Score: 0

Accepted Answers:
c.

5) Which of the following methods help in clearing the contents of the buffer: *1 point*

   a. flush()
   b. clear()
   c. close()
   d. exit()

   ○ a.
   ○ b.
   ○ c.
   ○ d.

No, the answer is incorrect.
Score: 0

Accepted Answers:
a.

6) In which Java APIs the classes for handling all IO-streams are defined?   *1 point*

   a. java.lang
   b. java.util
   c. java.io
   d. java.awt

○ a.

○ b.

○ c.

○ d.

No, the answer is incorrect.

Score: 0

Accepted Answers:

c.

7)   *1 point*

Which of the following statements is/ are NOT true?

a. While you are creating an instance of File class, and if you do not use the file na according to the convention of the local machine, the constructor will throw an exce of class `IOException`.

b. A File object can be opened for both reading and writing simultaneously.

c. When you create an object of File class for writing, if the corresponding file does not on the local file system, then it will be created.

d. Closing operation of a File object never faces any run-time error and hence need not placed under try-catch block.

○ a.

○ b.

○ c.

○ d.

No, the answer is incorrect.

Score: 0

Accepted Answers:

b.

8)   *1 point*

Which of the following code is correct?

a.
```
FileWriter fileWriter = new FileWriter("../file.txt");
File file = new File(fileWriter );
BufferedWriter bufferedOutputWriter = new BufferedWriter(fileWriter)
```

b.
```
BufferedWriter bufferedOutputWriter = new
BufferedWriter("../file.txt");
File file = new File(bufferedOutputWriter );
FileWriter fileWriter = new FileWriter(file);
```

c.
```
File file = new File("../file.txt");
FileWriter fileWriter = new FileWriter(file);
BufferedWriter bufferedOutputWriter = new BufferedWriter(fileWriter)
```

d.
```
File file = new File("../file.txt");
BufferedWriter bufferedOutputWriter = new BufferedWriter(file);
FileWriter fileWriter = new FileWriter(bufferedOutputWriter );
```

○ a.

○ b.

○ c.

○ d.

No, the answer is incorrect.

Score: 0

Accepted Answers:

c.

9)   *1 point*

Should FileReader be used to read a Java bytecode (e.g. a .class) file? Which of the followi an appropriate answer?

    a. No, bytecode files can only be executed, never read.
    b. No, the bytes in bytecode files are not intended to be interpreted as characters.
    c. Yes, any file can be read with FileReader under byte-stream class.
    d. Maybe, as long as the bytcodes were created on the same computer as the progra using FileReader.

    ○ a.

    ○ b.

    ○ c.

    ○ d.

No, the answer is incorrect.
Score: 0

Accepted Answers:
c.

10)   *1 point*

Which of the following statement is NOT true for RandomAccessFile object?

    a. It can allow to open a file both in read and write mode.
    b. It can allow to store the data fields of any object and then reading the same.
    c. The seek(0) method of the object place the file pointer at the beginning of the fil
    d. It cannot be used to read a network line.

    ○ a.

    ○ b.

    ○ c.

    ○ d.

No, the answer is incorrect.
Score: 0

Accepted Answers:
d.

11)   *1 point*

What method of an applet is called by the browser when it wishes to draw anything in the a on the display screen?

    a. paint()
    b. drawLine()
    c. drwaString()
    d. setBackground()

    ○ a.

    ○ b.

    ○ c.

    ○ d.

No, the answer is incorrect.
Score: 0

Accepted Answers:
a.

12)   *1 point*

Which of the following statement sets the background color of an applet to white?

    a. setColor(white);

    b. setColor(Color.white);

    c. setBackground(Color.white);

    d. setBackground(white);

○ a.

○ b.

○ c.

○ d.

No, the answer is incorrect.
Score: 0

Accepted Answers:
c.

13)   *1 point*

Which of the following sequence of method calls take place when an applet begins?

```
a. paint(), start(), stop()
b. start(), init(), paint()
c. init(), start(), paint()
d. init(), paint(), start()
```

○ a.

○ b.

○ c.

○ d.

No, the answer is incorrect.
Score: 0

Accepted Answers:
c.

14) Which of the following methods is/are must and to be override?   *1 point*

```
a. init()
b. start()
c. stop()
d. paint()
```

○ a.

○ b.

○ c.

○ d.

No, the answer is incorrect.
Score: 0

Accepted Answers:
d.

15)   *1 point*

Which of the following is a valid code to be written in an HTML file for the applet program in MyApplet.java file?

a.

```
<html>
<body>
<applet code="MyApplet.class">
</applet>
</body>
</html>
```

b.

```
<html>
<body>
<applet code="MyApplet.java"  width=250 height=200>
</body>
</html>
```

c.

```
<html>
<applet code="MyApplet.class"  width=250 height=200>
</applet>
</html>
```

d.

```
<html>
<body>
<applet code="MyApplet.class"  height ="250" width ="200">
</applet>
</body>
</html>
```

- [ ] a.
- [ ] b.
- [ ] c.
- [ ] d.

No, the answer is incorrect.
Score: 0

Accepted Answers:
c.
d.

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