SECTION A [30 Marks]

Choose the correct answer

1. It is generally used for facilitating reusability [1]
   1. Encapsulation
   2. Inheritance
   3. Polymorphism
   4. Abstraction Ans: 2. Inheritance
2. What is the behavioral aspect of an object represented by? [1]
   1. Functions
   2. Data members
   3. Both a and b
   4. None of these Ans: 3. Both a and b
3. It is a set of instructions written by the user [1]
   1. Byte code
   2. JVM
   3. Source code
   4. Platform

Ans: 3. Source code

1. Bug is any error that may have crept in a program because of [1]
   1. Compile time errors
   2. Logical errors
   3. Run time errors
   4. All of the above Ans: 4. All of the above
2. This is similar to ASCII character set in Java [1]
   1. English
   2. Byte code
   3. Character
   4. Unicode Ans: 4. Unicode

Question 2

Fill in the blanks with the correct option

* + 1. are statements that contain operations within a block that is surrounded by braces. [1]
       1. Compound statements
       2. Expressions
       3. Stanza
       4. Paragraph

Ans: 1. Compound statements

* + 1. notation is an expression used to get an access to the instance variables and methods inside a given object. [1]
       1. Arrow
       2. Semicolon
       3. Colon
       4. Dot Ans: 4. Dot
    2. are procedures that operate on data. [1]
       1. Modes
       2. Methods
       3. Means
       4. Techniques Ans: 2. Methods
    3. double x = 3/10 will result to 1. 0.33

2. 0.3

3. 3.10

4. 0.0

Ans: 4. 0.0

[1]

* + 1. are operators that act upon three operands. [1]
       1. Operators
       2. Binary
       3. Ternary
       4. Switch

Ans: 3. Ternary

Question 3

Name the following

* + - * 1. These are necessary for clarity or readability of a program. [1]

Interface

Super face

Whitespace

Modifier

Ans: 3. Whitespace

* + - * 1. These items have fixed values [1]

Literal

Variable

Intrinsic Data type

Abstraction Ans: 1. Literal

* + - * 1. In a class there are two constructors. [1]

Para constructor

Default constructor

Functions

Constructor overloading Ans: 4. Constructor overloading

* + - * 1. void Display( ) is an example of [1]

Function prototype

Function call

Function overloading

None of the above

Ans: 1. Function prototype

* + - * 1. Actual parameters are used in [1]

Function prototype

Function signature

Access specifier

Method invocation Ans: 4. Method invocation

Question 4

Read both the statements and State True Or False

Number of bytes occupied by byte data type is 1 byte.

Number of bytes occupied by long data type is 4 bytes. [1]

1. Both False
2. 1st statement False , 2nd statement True
3. 1st statement True , 2nd statement False
4. Both True

Ans: 3. 1st statement True , 2nd statement False

java.lang is a default package. [1]

Math.abs() returns double data type only.

1. Both False
2. 1st statement False , 2nd statement True
3. 1st statement True , 2nd statement False
4. Both True

Ans: 3. 1st statement True , 2nd statement False

The method next().charAt( ) is used to input a character type value. [1] The method nextBoolean() is used to input a boolean value.

Both False

1st statement False , 2nd statement True

1st statement True , 2nd statement False

Both True

Ans: 2. 1st statement False , 2nd statement True

public is a keyword which means the class and functions are accessible from everywhere.

The class is a keyword which contains data/variables and functions [1]

1. Both False
2. 1st statement False , 2nd statement True
3. 1st statement True , 2nd statement False
4. Both True Ans: 4. Both True

Variable is a data type used to dictate what value it can take. [1] There are two data types namely Intrinsic data type and Reference data type.

Both False

1st statement False , 2nd statement True

1st statement True , 2nd statement False

Both True

Ans. 2. 1st statement False , 2nd statement True

Question 5

Choose the odd one

a. 1. „x‟ [1]

2. 45.6

3. "x"

4. 100

Ans: 3. "x"

b. 1. false [1]

2. 0

3. 0.0f

4. u Ans: 4. u

c. 1. Class [1]

1. Interface
2. Array
3. double Ans: 4. double

d. 1. > [1]

2. <

3. =

4. !=

Ans: 3. =

e. 1. public [1]

1. portable
2. private
3. protected Ans: 2. portable

Question 6

Give the output of the following

a. y+= y++ + y + ++y + y-- + --y; [ y = 8] [1]

1. 25

2. 53

3. 49

4. No output Ans: 2. 53

b. if (a>b) [1]

System.out.println(a\*b); System.out.println(a+b); when a = 4,and b = 6

1. 24, 10

2. 10

3. 10,24

4. 24

Ans: 2. 10

c. int a =90; [1]

String p = ( a>90 )? "Good": "Bad"; System.out.println(p);

1. Good
2. GoodBad
3. Bad
4. No output Ans: 3. Bad

d. char ch; int x = 97; [1]

do

{

ch = (char)x; System.out.print(ch+" "); if(x%2==0)

break;

++x;

} while(x<=100);

1. ab

2. 97 98

3. a b

4. 97 98 99 100

Ans: 3. a b

e. int x = 2; [1]

switch(x)

{

case 2:

case 7: x=x\*10; case 5:

x=x-1; break; case 4: if(x%2==0) x=x+1; break;

}

System.out.print(x); 1. 20

2. 3

3. Error 4. 19 Ans: 4. 19