

Moodle

Online Exams

Sri Lanka Institute of Information Technology

Question 18

Not yet answered

Marked out of 1.00

Flag question

Complete the following code so that it compile successfully and prints the output as *onethree*

```
String s = "Hello";
String t = new String(s);

if("Hello".equals(s)) {
    System.out.print("one");
}

if(t == s) {
    System.out.print("two");
}

if(t.equals(s)) {
    System.out.print("three");
}

== equals ==
```

Complete the following code so that it compile successfully and prints the output as abbaacca

StringBuilder sb = new StringBuilder();

sb. append ("aaa") insert (1, "bb").insert (4, "ccc");

System.out.println(sb);

answer: Append, insert, 4

Moodle ← → X C | O | D

Question 20 Not yet answered Marked out of 1.00 Flag question

What is the output of the following program?

```
1 public class Cat {  
2     public String name;  
3  
4     public void parseName() {  
5         System.out.print("1");  
6         try {  
7             System.out.print("2");  
8             int x = Integer.parseInt(name);  
9             System.out.print("3");  
10            } catch (NullPointerException e) {  
11                System.out.print("4");  
12            }  
13            System.out.print("5");  
14        }  
15        public static void main(String [] args) {  
16            Cat felix = new Cat();  
17            felix.name = "Felix";  
18            felix.parseName();  
19            System.out.print("6");  
20        }  
21    }
```

Select one:

- a. 12456
- b. 12, followed by a stack trace for a NumberFormatException
- c. 124, followed by a stack trace for a NumberFormatException
- d. 1256
- e. 1256, followed by a stack trace for a NumberFormatException

```
Cat felix = new Cat();  
felix.name = "Felix";  
felix.parseName();  
System.out.print("6");  
}
```

ESSAY QUESTIONS  
21 22 23  
FEEDBACK QUEST  
24

Finish attempt ... Time left 0:57:41

12Exception in thread "main" java.lang.NumberFormatException:

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Question 17  
0 yet answered  
Marked out of 10  
Flag question

What is the output of given code?

```
public class Test {  
    public static void main(String[] args) {  
        StringBuilder sb = new StringBuilder("I love java");  
        sb.substring(0, 9);  
        sb.reverse();  
        System.out.println(sb);  
    }  
  
    public class test {  
        public static void main(String args[]) {  
            StringBuilder sb = new StringBuilder("I love java");  
            sb.substring(0, 9);  
            sb = sb.reverse();  
            System.out.println(sb);  
        }  
        / / val evol i  
    }  
}
```

Select one:

- I love java
- I love jav
- aj evol i
- avaj evol i
- val evol i

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Question 20  
0 yet answered  
Marked out of 10  
Flag question

What is the result of the following code?

```
1 int x = 5, y = 10;  
2 boolean b = x < 0;  
3 if(b = true) {  
4     System.out.print(x);  
5 }  
6 else {  
7     System.out.print(y);  
8 }  
9  
public class test {  
    public static void main(String args[]) {  
        int x = 5, y = 10;  
        boolean b = x < 0;  
  
        if (b = true) {  
            System.out.print(x);  
        } else {  
            System.out.print(y);  
        }  
    }  
}
```

Select one:

- Compiler error on line 2
- 5
- 10
- The code compiles but there is no output
- Compiler error on line 3



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Select the method/s which are incorrectly declared inside the Writer class.

```
public abstract class Writer {  
    public void method1();  
    public final void method2() {};  
    public static void method3() {};  
    public abstract static void method4();  
    public abstract final void method5();  
}
```

Select one or more:

- method5
- method4
- method2
- method3
- method1

```
public abstract class Writer{  
    public void method1();  
    public final void method2(){};  
    public static void method3(){};  
    public abstract static void method4();  
    public abstract final void method5();  
}
```



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19  
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out of  
question

What is the result of the following code?

```
1 byte twelve = -12;  
2 Byte b1 = new Byte(twelve);  
3 Byte b2 = new Byte(twelve);  
4 if(b1.byteValue() == b2) {  
5     System.out.println("equal");  
6 }  
7 else {  
8     System.out.println("not equal");  
9 }  
10
```

Select one:

- Line 4 generates a compiler error.
- An exception is thrown on line 6.
- equal
- Line 1 generates a compiler error.
- not equal

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**Question 14**  
Not yet answered  
Marked out of 1.00  
 Flag question

Imagine there are three classes as "Person", "Employee" and "Teacher". All "Teacher" objects are both "Employees" and "Persons" too. You are supposed to implement this scenario using Java language and Objected oriented concepts. Already the "Teacher" is inherited from "Employee" class using extends.

The Object Oriented Concept when a class has two or more extending classes is . Interface  
"Teacher" can be implemented by extending "Person" class too using JAVA.  
Hence,  
Person should be a class and Employee should be an interface

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Powered by Question

Select correct answers about the following code

```
class Test{  
    int value;  
    int getValue(){  
        return value;  
    }  
    abstract void method1();  
}
```

Select one or more:

Test class must be declared as an abstract class  
 Test class is not useful since Test class can not be instantiated  
 Every abstract method in the Test class should be overridden by the child classes  
 This program compiles and runs with no errors  
 Test should be declared as an interface (not as a class)

What is the output of below program?

```
public class Example{  
    static int a=10;  
    public static void main(String args[]){  
        Example s1= new Example();  
        System.out.print("s1.a value :" +s1.a);  
        s1.a=20;  
        System.out.print("s1.a value :" +s1.a);  
    }  
}  
  
public class Example {  
    static int a = 10;  
  
    public static void main(String args[]){  
        Example s1 = new Example();  
        System.out.println("s1.a value : " + s1.a);  
        s1.a = 20;  
        System.out.println("s1.a value : " + s1.a);  
    }  
}  
  
//output  
s1.a value : 10  
s1.a value : 20
```

**Answer : 1020**

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Question 18  
Not yet answered  
Marked out of 1.00  
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Which design pattern works on data and action have taken based on data provided?

Select one:

- Template
- Command Pattern
- Singleton
- Strategy pattern
- Facade

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ESSAY QUESTIO  
21 22 23  
24  
FEEDBACK QUE  
Finish attempt ..  
Time left 0:53:55  
Activate V  
Go to Settings



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Question 14

Not yet answered

Marked out of  
1.00

Flag question

Imagine there are three classes as "Person", "Employee" and "Teacher". All "Teacher" objects are both "Employees" and "Persons" too. You are supposed to implement this scenario using Java language and Objected oriented concepts. Already the "Teacher" is inherited from "Employee" class using extends.

The Object Oriented Concept when a class has two or more extending classes is  Multiple inheritance

"Teacher" can not  be implemented by extending "Person" class too using JAVA.

Hence,

Person should be  an interface  and Employee should be  a class

Question 13  
Not yet answered  
Marked out of  
1.00  
Flag question

Given the following class definition:

```
public class PrintA extends Thread {  
    public void run() {  
        System.out.print("A");  
    }  
}
```

```
public class PrintA extends Thread {  
    public void run() {  
        System.out.print("A");  
    }  
}
```

which of the statement is true about the following program?

```
public class PrintB {  
    public static void main(String [] args) {  
        Thread a = new PrintA();  
        a.start();  
        System.out.print("B");  
    }  
}
```

```
public class PrintB {  
    public static void main(String args[]) {  
        Thread a = new PrintA();  
        a.start();  
        System.out.print("B");  
    }  
}
```

Select one:

- The output varies and is either AB or BA
- The output is always AB
- The program does not compile
- The output is always B
- The program generates an exception at runtime

The output is always BA



Quiz nav  
1 1 2  
8 9 10  
16 17 18  
  
ESSAY QUESTION  
21 22 23  
  
FEEDBACK QUEST  
24

Finish attempt ...

Time left 0:59:48

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Answer – The output is always AB

The screenshot shows a quiz navigation menu on the right with numbered boxes for questions 1 through 24. Below it are sections for 'ESSAY QUESTIONS' (21, 22, 23) and 'FEEDBACK QUESTIONS' (24). A 'Finish attempt ...' button is at the bottom left, and a 'Time left 0:55:12' message is at the bottom right. The main content area displays Question 17, which asks: "In which of the following pattern, a class behavior or its algorithm can be changed at run time?". It lists five options: Strategy pattern (selected), Template pattern, Command pattern, Simple factory pattern, and Abstract factory pattern. A 'Flag question' button is also present.

The screenshot shows a Java code editor with the following code:

```
public class Ex01 {
    static int no = 10;
    static{
        no = no + add(no);
        System.out.println(no);
    }
    static int add(int no){
        return no;
    }
    {
        System.out.println(no);
    }
    public Ex01() {
        System.out.println("Constructor");
    }
    public static void main(String args[]){
        test ex01 = new Ex01();
    }
    public static void main(String[] args) {
        Ex01 ex01 = new Ex01();
    }
}
```

Question 20 is described as: "What is the correct answer regarding the following program?" Below the code, there is a list of options for 'Select one':

- Constructor
- 10      20
- 10      Constructor

**Answer is 20**

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Question 17  
Not yet answered  
Marked out of 10  
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What is the most suitable design pattern which describes the following statement?  
Encapsulate a request as an object, thereby letting you parametrize clients with different  
and support the undoable operation

Select one:

- Adapter pattern
- Template pattern
- Strategy pattern
- Command pattern
- Bridge pattern

**Answer is Command Pattern**

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Drag and drop the most suitable word.

In java, [ ] support multiple inheritance, but java [ ] do not support multiple inheritance, and when you declare any method in the interface is by default those methods are [ ] and you do not need to specify it [ ].

[ classes ] [ Interface ] [ static class ]  
[ classes ] [ Interface ]  
[ abstract ] [ static ] [ final ]  
[ explicitly ] [ implicitly ]

**Answer – classes, interface, static, implicitly**

Consider the below program and select the true statement.

```
abstract class Writer {  
    abstract void write();  
    abstract void read();  
    void read() {  
        System.out.println("Reading...");  
    }  
    System.out.print("reading..");  
}  
}  
class programmer extends Writer {  
    programmer () {  
        super();  
    }  
    void write() {  
        System.out.print("writing..");  
    }  
}
```

Select one:

It wont compile, because method read() must be abstract since class Writer is abstract.

It wont compile, because programmer constructor is calling the super() while Writer has no constructor defined

It will run with no errors

public class Student {  
 public int id;  
 protected String name;  
 public int getId() {  
 return id;  
 }  
 public void setId(int id) {  
 this.id = id;  
 }  
 public String getName() {  
 return name;  
 }  
}

What changes need to be done so that the student class comply the Encapsulation?

Select one or more:

Make all properties private and remove setter method for name property

Make all methods protected

Make all properties private

Make all properties private and provide setter method for name and id property

No need of changes

Answered  
of  
question

What is true about constructor?

- A. The constructor is used to initialize the object when it is declared
- B. The constructor has a return value, and return type
- C. The constructors can have the same name as the class
- D. There can be default constructor or constructors with parameters
- E. Inside every subclass, super class constructor should be call by the developer



Select one or more:

- D
- B
- E
- C
- A

**Answer – A,D,E** 

- Constructor is used to initialize the object when it is declared.
- Constructor is a method which has the same name as the class name.
- Constructor does not return a value, and has no return type (not even void)
- There can be default constructors with no parameters and constructors with parameters
- When an object is declared the appropriate constructor is executed.

Examine the below code.

```
public class Student {  
    public int id;  
    protected String name;  
  
    public int getId() {  
        return id;  
    }  
  
    public void setId(int id) {  
        this.id = id;  
    }  
  
    public String getName() {  
        return name;  
    }  
}
```

What changes need to be done so that the student class comply the Encapsulation?

Select one or more:

- Make all properties private
- No need of changes
- Make all properties private and provide setter method for name and id property
- Make all methods protected
- Make all properties private and remove setter method for id property