JAVA – UNIT - 2

1) The abstraction “\_\_\_\_\_\_\_\_\_” the unnecessary details and allows us to focus only on the parts of interest to us.

A) hides

B) displays

C) Merges

D) Deletes

2) objects can be instantiated from the class with the \_\_\_\_\_ operator.

A) add

B) exist

C) new

D) plus

3) The class acts as a

A) non-boundary surrounding the constructor, methods and data.

B) boundary surrounding the constructor, methods and data.

C) boundary for only methods

D) boundary for only data members

4) A variable of type String can be instantiated, using the \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_, to reference a String object.

A) variable

B) Constant

C) String

D) String constructors

5) In the construction of an abstract data type, the data should be kept \_\_\_\_\_\_\_\_\_\_\_ to prevent access and hence changes to the values from outside of the class.

A) Private

B) Public

C) Protected

D) None of the mentioned

6) The constructors and instance methods that are to be accessed from outside the class should be defined as \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.

A) Private

B) Public

C) Protected

D) Any

7) A constructor is given the \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ to allow for the data type of objects to be declared

A) variable name as the class

B) Different name as the class

C) same name as the class

D) Object name as the class

8) New operator allocates memory space from

A) file

B) Stack

C) Secondary memory

D) Heap

9) The heap is an area of memory set aside for the \_\_\_\_\_\_\_\_\_\_\_\_ allocation of computer memory to objects during run time.

A) Dynamic

B) Static

C) Dynamic and static

D) Neither Dynamic, nor static

10) Construtor must be defined as

A) Private

B) Public

C) Protected

D) Any

11) Data values that specify a particular object are passed to the constructor via

A) the actual parameter list.

B) list of data members

C) the formal parameter list.

D) the variavbles

12) If no data is returned by the method, \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ is used for the return-type.

A) the keyword int

B) the keyword null

C) No return type

D) the keyword void

13) A class method is also called as

A) Static method

B) Dynamic method

C) Helper method

D) instance method

14) To differentiate an instance method from a class method, one of the modifiers used in the signature of the class method is declared as

A) void

B) Static

C) return type

D) Protected

15) Class methods should be defined as \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_if they are to be accessed from outside of the class

A) static,private and public

B) private

C) static and public

D) static and private

16) Class methods should be defined as \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_if they are not to be accessed from outside of the class

A) static,private and public

B) private

C) static and public

D) static and private

17) A method defined as static is called

A) a class method

B) a instance method

C) simply a method

D) None of the mentioned

18) A method not defined as static is called

A) a class method

B) a instance method

C) simply a method

D) None of the mentioned

19) A private method other than the main method is often called

A) a class method

B) a instance method

C) a helper method

D) None of the mentioned

20) instance methods are invoked

A) Automatically

B) through other class members

C) data members

D) through an instance(Object) of the class

21) helper methods can be invoked

A) only from other methods defined within the class

B) data members

C) through an instance(object)of the class

D) Automatically

22) Helper methods cannot be invoked from outside the class like public methods

A) TRUE

B) FALSE

C) Depends on the situation

D) Neither True, nor False

23) i.If Methods are in the same class they do not need an identifier name ii.If Methods are in the different class they do need an identifier name

A) i.True and ii.False

B) i.True and ii.True

C) i.False and ii.False

D) i.False and ii.True

24) Helper methods are declared private and are strictly for use inside of the class.

A) FALSE

B) True

C) Depends on the situation

D) Neither True, nor False

25) A static method can access \_\_\_\_\_\_\_\_\_\_\_\_\_\_of class and invoke\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_of the class.

A) Any data members, any member functions

B) Any data members,only static member functions

C) only static variables, only static methods

D) only static variables, any member functions

26) Static methods are:

A) non accessible methods

B) methods that can access with objects

C) public methods

D) Utility methods

27) Utility Class, also known as \_\_\_\_\_\_\_\_\_\_\_\_\_ class, is a class, which contains just static methods, it is stateless and cannot be instantiated.

A) Helper class

B) Instance class

C) public class

D) static class

28) An identifier with class scope is accessible from its point of declaration throughout the

A) part of the class

B) entire class

C) part of declaration

D) part of member function definition

29) An identifier with block scope is accessible

A) part of the block

B) only from the point of declaration

C) only from the point of declaration to the end of the block

D) only at the beginning of the program

30) The life time of an identifier is the period during which

A) only the beginning of the program

B) only the beginning of the method

C) the value defined

D) the value of the identifier exists in computer memory

31) Identifiers declared as being static exist for the

A) life of the program

B) life of the method

C) life of the class

D) life of the user

32) The Java system automatically returns memory to the heap when it is no longer required. This process is known as

A) Memory cleaning

B) garbage collection

C) Object Deletion

D) Memory returns

33) Identify the sequence of software development process

A) Desing, Analysis, Programming, Maintenance

B) Desing, Programming, Analysis, Maintenance

C) Analysis, Desing, Programming, Maintenance

D) Analysis, Programming, Desing, Maintenance

34) The standard Java tools include a documentation aid called \_\_\_\_\_\_\_\_\_\_, the Java API documentation generator.

A) document

B) javatool

C) java

D) Javadoc

35) In JAVA, the slider class take as one of the following as input

A) only integer values

B) both integer and floating values

C) only string value

D) all the values

36) Using Radio button class, you can obtain

A) name of the button

B) position of the button

C) both name and position of the button

D) none of the mentioned

37) Using Radio button class, you can give the following number of input

A) 1

B) 2

C) many

D) none

38) When using logical AND, if condition X is false, there is no need for the computer to evaluate condition Y.

A) false

B) true

39) When using logical OR, if condition X is true, there is a need for the computer to evaluate condition Y.

A) false

B) true

40) All the primitive types have corresponding classes that provide some general methods that are useful when dealing with data of the specified type

A) Helper method

B) Wrapper class

C) Static method

D) None

41) Its purpose is to inform the user of any events that are happening when a program is running

A) Slider class

B) Radio Button class

C) Memo class

D) None

42) What will happen if the Boolean mode of a Memo class is set as True

A) the only way to advance to the next executable statement in the program is by closing the memos window

B) then the computer will advance to the next executable program instruction without waiting for you to even read what is contained in the memo object

C) Error

D) None of the above

43) It is possible to pass data as command-line argument strings and convert the strings to any primitive data type using

A) Slider class

B) Radio Button class

C) String class

D) Wrapper class

44) Array and String are

A) value type

B) reference type

C) both value and reference type

D) None of the above

45) The following sound file formats are supported in AudioClass file

A) mp3, au, wav

B) only mp3

C) only au

D) both au and wav

46) The maximum frequency supported to play AudioClass file is

A) 35.1 KHz

B) 44.1 KHz

C) 45.1 KHz

D) 46.1 KHz

47) Which class is used to fetch the details of current date and time

A) Radio Button class

B) Slider class

C) Memo class

D) Timer class

48) Timer class important to the avi package since it offers a \_\_\_\_\_\_\_\_\_\_\_\_\_ othat allows a pause between playing sounds or showing pictures simultaneously each on a different processor.

A) sleep method

B) delay method

C) pause method

D) alarm method

49) One feature of the Audio and FilmStrip classes is they both use \_\_\_\_\_\_\_\_\_ in their constructors

A) arrays

B) String

C) both arrays and String

D) None of the the above

50) One method of exiting from a switch statement is through the use of a \_\_\_\_\_\_\_ statement at the end of every case list

A) exit

B) return

C) break

D) None of the above

51) A boolean variable is initialized by Java to be \_\_\_\_\_\_\_

A) true

B) false

52) Which of the following is true

A) Using a slider class object it is possible to read multiple values

B) Using a DialogBox class object it is possible to read multiple values

C) Using a Radio Button class object it is possible to read multiple values

D) all the above

53) What will be the output of the following program? $ class Test { $ public static void main(String[] args) $ { int x = 10; $ if (x) { $ System.out.println("HELLO GEEKS"); $ } else { $ System.out.println("BYE"); $ }}}

A) HELLO GEEKS

B) Compile time error

C) Runtime Error

D) BYE

54) What will be the output of the following program? $ class Test { $ public static void main(String[] args) $ { int x = 10, y = 20; $ if (x < y) { $ if (x > y) { $ System.out.println("HELLO GEEKS"); $ } else { $ System.out.println("WELCOME"); $ }}}}

A) HELLO GEEKS

B) Compile time error

C) WELCOME

D) No Output

55) What will be the output of the following program? $ class Test { $ public static void main(String[] args) $ { $ if (true) $ ; $ }}

A) No Output

B) Compile time error

C) Runtime error

D) Runtime Exception

56) What will be the output of the following program? $ class Test { $ public static void main(String[] args) $ { int x = 10; $ Switch(x) $ { $ System.out.println("GEEKS"); $ }}}

A) GEEKS

B) Compile time error

C) No Output

D) Runtime error

57) What will be the output of the following program? $ class Test { $ public static void main(String[] args) $ { int x = 10; $ Switch(x + 1 + 1) $ { $ case 10: System.out.println("HELLO"); $ break; $ case 10 + 1 + 1: System.out.println("GEEKS"); $ break; $ }}}

A) Compile time error

B) GEEKS

C) HELLO

D) No Output

58) What will be the output of the following program? $ class Test { $ public static void main(String[] args) $ { boolean b = true; $ if (b = false) { $ System.out.println("HELLO"); $ } else { $ System.out.println("BYE"); $ }}}

A) HELLO

B) BYE

C) Compile time error

D) No Output

59) What will be the output of the following program? $ class Test { $ int x = 10; $ public static void main(String[] args) $ { Test1 t1 = new Test1(); $ Test1 t2 = new Test1(); $ t1.x = 20; $ System.out.print(t1.x + " "); $ System.out.println(t2.x); $ }}

A) 10 10

B) 20 20

C) 10 20

D) 20 10

60) In switch statement if we dont give default statement the program will execute successfully

A) True

B) false

61) In Java, it is not compulsory to pass break after each case

A) True

B) false

62) When using logical AND if condition X is true and the condition Y is also true then X AND Y results in

A) False

B) True

63) When using logical OR if condition X is true and the condition Y is also true then X OR Y results in

A) False

B) True

64) When using logical OR if condition X is false and the condition Y is also false then X OR Y results in

A) False

B) True