**UNIT-1**

Which of the following data types are available in Java?

A) Primitive Datatypes

B) Reference Datatypes

C) **Both**

D) None of the mentioned

ANSWER: c

How many Primitive data types are there in Java?

A) 4

B) 2

C) **8**

D) 7

ANSWER: C

Which of the following data types comes under ‘Integer’ data type?

A) short

B) long

C) int

D) **all of the mentioned**

ANSWER: D

Which of the following data types comes under ‘Floating’ data type?

A) float

B) byte

C) double

D) **a and c**

ANSWER: D

Which of the following is not a primitive data type?

A) **enum**

B) short

C) byte

D) char

ANSWER: A

Which of the following data type stores longest floating-point value?

A) boolean

B) **double**

C) float

D) long

ANSWER: B

Which of the following data type is used to fetch stream of data from network or file?

A) char

B) int

C) **byte**

D) double

ANSWER: C

What is the minimum value of ‘short’ data type?

A) **-32,768**

B) -127

C) -2,147,483,648

D) -32,767

ANSWER: A

Which of the following is default value of ‘int’ data type?

A) **0**

B) null

C) true

D) false

ANSWER: A

Which of the following is not considered as data type in Java?

A) **String**

B) int

C) boolean

B) double

ANSWER: A

Which of the following is smallest integer data type ?

A) int

B) **byte**

C) short

D) long

ANSWER: B

Character data type cannot store following value.

A) Digit

B) **Letter**

C) Special Character

D) String

ANSWER: B

Default value of variable having boolean data type is \_\_\_\_\_\_\_\_\_\_\_.

A) True

B) **False**

C) Null

D) Garbage

ANSWER: B

What will be the output of the program? $ class Main { $ public static void main(String args[]) { $ int t; $ System.out.println(t); $} $ }

A) 0

B) garbage value

C) **compiler error**

D) runtime error

ANSWER: C

What will be the output of the program? $class Test { $ public static void main(String[] args) { $ for(int i = 0; 0; i++) $ { $ System.out.println("Hello"); $ break; $ } $ } $ }

A) Hello

B) Empty Output

C) **Compiler error**

D) Runtime error

ANSWER: C

What will be the output of the program? $ class mainclass {$ public static void main(String args[]) $ {$ boolean var1 = true; $ boolean var2 = false; $ if (var1) $ System.out.println(var1); $ else $ System.out.println(var2); $ } $ }

A) 0

B) 1

C) **true**

D) false

ANSWER: C

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

What will be the output of the program? $ class increment { $ public static void main(String args[]) $ { $ int g = 4; $ System.out.print(++g \* 8); $} $}

A) 32

B) 36

C) **40**

D) 48

ANSWER: C

An expression involving byte, int, and literal numbers is promoted to which of these?

A) **int**

B) byte

C) long

D) float

ANSWER: A

Which data type value is returned by all transcendental math functions?

A) int

B) float

C) **double**

D) long

ANSWER: C

Which of these coding types is used for data type characters in Java?

A) ASCII

B) ISO-LATIN-1

C) **UNICODE**

D) None of the mentioned

ANSWER: C

Which one is a valid declaration of a boolean?

A) boolean b1 = 1;

B) boolean b2 = ‘false’;

C) **boolean b3 = false;**

D) boolean b4 = ‘true’

ANSWER: C

Which of these is long data type literal?

A) **0x99fffL**

B) ABCDEFG

C) 0x99fffa

D) 99671246

ANSWER: A

Which of these can be returned by the operator &?

A) Integer

B) Boolean

C) **Character**

D) Integer or Boolean

ANSWER: C

Java Source Code is compiled into \_\_\_\_\_\_\_\_\_\_\_\_\_\_.

A) .Obj

B) Source Code

C) **Bytecode**

D) .Exe

ANSWER: C

Which of the following operators can operate on a boolean variable? $ 1. && $ 2. == $ 3. ?: $ 4. +=

A. 3 & 2

B. 1 & 4

C. 1, 2 & 4

D. **1, 2 & 3**

ANSWER: D

The following fraction of code $ double STATIC=45.7; $ System.out.println(STATIC);

A) **Prints 45.7**

B) Raises an error as STATIC is used as a variable which is keyword

C) Raises an exception

D) None of these

ANSWER: A

Guess the output of the following program - $ public class NumberSystem{ $ public static void main(String[] args){ $ int hexVal = 0x1a; $ System.out.println("Value : " + hexVal);$ } $ }

A) 25

B) 32

C) **26**

D) 24

ANSWER: C

Guess the output of the following program - public class NumberSystem{ public static void main(String[] args){ int hexVal = 0x1a; System.out.println("Value : " + hexVal); } }

A) 25

B) 32

C) **26**

D) 24

ANSWER: C

Which of the following Class is used to wrap boolean value.

A) java.util.Boolean

B) **java.lang.Boolean**

C) java.io.Boolean

D) None of these

ANSWER: B

Default value of "double" data type is \_\_\_\_\_\_\_\_\_\_\_.

A) Null

B) **0.0d**

C) 0.0

D) 0

ANSWER: B

Predict the output of the following program. $ class Test $ { $ public static void main(String[] args) $ { $ Double object = new Double("2.4"); $ int a = object.intValue();$ byte b = object.byteValue(); $ float d = object.floatValue(); $ double c = object.doubleValue(); $ System.out.println(a + b + c + d ); $ }

A) 8

B) 8.8

C) **8.800000095367432**

ANSWER: C

What will be the output of the program? $ class Test $ { $ public static void main(String [] args) $ {$ int x=20; $ String sup = (x < 15) ? "small" : (x < 22)? "tiny" : "huge"; $ System.out.println(sup); $ }

A) Small

B) **Tiny**

C) Huge

D) Compilation error

ANSWER: B

Which one of these lists contains only Java programming language keywords?

A) class, if, void, long, Int, continue

B) **goto, instanceof, native, finally, default, throws**

C) try, virtual, throw, final, volatile, transient

D) strictfp, constant, super, implements, do

E) byte, break, assert, switch, include

ANSWER: B

Which is a reserved word in the Java programming language?

A) Method

B) **Native**

C) Array

D) Reference

ANSWER: B

Which of these can not be used for a variable name in Java?

A) identifier

B) **keyword**

C) identifier & keyword

D) none of the mentioned

ANSWER: B

\_\_\_\_\_\_\_\_\_\_ represents an entity in the real world that can be distinctly identified.

A) A class

B) **An object**

C) A method

D) A data field

ANSWER: B

\_\_\_\_\_\_\_ is a construct that defines objects of the same type.

A) A class

B) **An object**

C) A method

D) A data field

ANSWER: B

An object is an instance of a \_\_\_\_\_\_\_\_\_\_.

A) Program

B) **Class**

C) Method

D) Data

ANSWER: B

The keyword \_\_\_\_\_\_\_\_\_\_ is required to declare a class.

A) public

B) private

C) class

D) **All of the above.**

ANSWER: D

\_\_\_\_\_\_\_\_\_is invoked to create an object.

A) **constructor**

B) the main method

C) a method with a return type

D) a method with the void return type

ANSWER: A

Which of the following statements are true?

A) **A default constructor is provided automatically if no constructors areexplicitly declared in the class. The default constructor is a no-arg constructor.**

B) At least one constructor must always be defined explicitly.

C) Every class has a default constructor.

D) None

ANSWER: A

Given the declaration Circle x = new Circle(), which of the following statement ismost accurate.

A) x contains an int value.

B) x contains an object of the Circle type.

C) **x contains a reference to a Circle object.**

D) You can assign an int value to x.

ANSWER: C

The default value for data field of a boolean type, numeric type, object type is\_\_\_\_\_\_\_\_\_\_\_, respectively.

A) true, 1, Null

B) **false, 0, null**

C) true, 0, null

D) true, 1, null

E) false, 1, null

ANSWER: B

Variables that are shared by every instances of a class are \_\_\_\_\_\_\_\_\_\_.

A) public variables

B) private variables

C) instance variables

D) **class variables**

ANSWER: D

You should add the static keyword in the place of ? in Line \_\_\_\_\_\_\_\_ in the followingcode:

1 public class Test {

2 private int age;

3

4 public ? int square(int n) {

5 return n \* n;

6 }

7

8 public ? int getAge() {

9 }

10}

A**) in line 4**

B) in line 8

C) in both line 4 and line 8

D) none

ANSWER: A

A method that is associated with an individual object is called \_\_\_\_\_\_\_\_\_\_.

A) a static method

B) a class method

C) **an instance method**

D) an object method

ANSWER: C

To declare a constant MAX\_LENGTH as a member of the class, you write

A) final static MAX\_LENGTH = 99.98;

B) final static float MAX\_LENGTH = 99.98;

C) static double MAX\_LENGTH = 99.98;

D) **final static double MAX\_LENGTH = 99.98;**

ANSWER: D

Suppose the xMethod() is invoked in the following constructor in a class, xMethod()is \_\_\_\_\_\_\_\_\_ in the class.

public MyClass()

{

xMethod();

}

A) a static method

B) an instance method

C) **a static method or an instance method**

D) None

ANSWER: C

To prevent a class from being instantiated, \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

A) don't use any modifiers on the constructor

B) use the public modifier on the constructor

C) **use the private modifier on the constructor**

D) use the static modifier on the constructor

ANSWER: C

Analyze the following code: public class Test { public static void main(String args[]) { NClass nc = new NClass(); nc.t = nc.t++; } } class NClass { int t; private NClass() { } }

A) **The program has a compilation error because the NClass class has a privateconstructor.**

B) The program does not compile because the parameter list of the main method iswrong.

C) The program compiles, but has a runtime error because t has no initial value.

D) The program compiles and runs fine.

ANSWER: A

When invoking a method with an object argument, \_\_\_\_\_\_\_\_\_\_\_ is passed.

A) the contents of the object

B) a copy of the object

C) **the reference of the object**

D) the object is copied, then the reference of the copied object

ANSWER: C

Given the declaration Circle[] x = new Circle[10], which of the following statementis most accurate?

A) x contains an array of ten int values.

B) x contains an array of ten objects of the Circle type.

C) **x contains a reference to an array and each element in the array can hold areference to a Circle object.**

D) x contains a reference to an array and each element in the array can hold aCircle object.

ANSWER: C

Which of this method is given parameter via command line arguments?

A) **main()**

B) recursive() method

C) Any method

D) System defined methods

ANSWER: A

Which of these data types is used to store command line arguments?

A) Array

B) Stack

C) **String**

D) Integer

ANSWER: C

How many arguments can be passed to main()?

A) **Infinite**

B) Only 1

C) System Dependent

D) None of the mentioned

ANSWER: A

Which of these is a correct statement about args in the following line of code?

public static void main(String args[])

A) args is a String

B) args is a Character

C) **args is an array of String**

D) args in an array of Character

ANSWER: C

Can command line arguments be converted into int automatically if required?

A) Yes

B) **No**

C) Compiler Dependent

D) Only ASCII characters can be converted

ANSWER: B

How can we declare a string object?declare a String object as follows:

A) **String alphabet;**

B) Float alphabet;

C) key alphabet

D) None

ANSWER: A

How to define the String constructor with no arguments?

A) alphabet = new String ("abcde");

B) **alphabet = new String();**

C) alphabet = new String{'a','b'};

D) All of the above

ANSWER: B

How to define the String constructor with arguments.

A) **alphabet = new String ("abcde");**

B) alphabet = new String();

C) alphabet = new String{'a','b'};

D) All of the above

ANSWER: A

Which statement is used to return the length of the alphabet string as 26.

A) alphabet.toUpperCase()

B) alphabet.toLowerCase()

C) **alphabet.length()**

D) None

ANSWER: C

Which statement is used to change every character of the alphabet string to uppercase letters;

A) **alphabet.toUpperCase()**

B) alphabet.toLowerCase()

C) alphabet.length()

D) None

ANSWER: A

Which statement is used to change every character of the alphabet string to lowercase letters;

A) alphabet.toUpperCase()

B) **alphabet.toLowerCase()**

C) alphabet.length()

D) None

ANSWER: B

Consider the following statement: String oldString = "Have a nice day!"; Which statement replaces every occurrence of the character 'a' in the old string with the character '-'. As a result, the variable newString should contain the following characters: "H-ve - nice d-y!"

A) alphabet.toUpperCase('a','-');

B) alphabet.toLowerCase('a','-');

C) String newString=oldString.toString();

D) **String newString = oldString.replace('a','-');**

ANSWER: D

Syntax to create a window screen object in Window Class.

A) Window object= Window();

B) screen.Window= new Window("Example\_1");

C) **Window screen=new Window("Ex\_1.java","bold","red",23);**

D) All above methods used

ANSWER: C

How to display Window screen object?

A) screen.show();

B) **screen.showWindow();**

C) both A & B

D) All the above

ANSWER: B

Importance of import statement in Java?

A) **The import statement makes Java classes available to the program.**

B) The import statement does not makes Java classes available to the program.

C) Not useful

D) None

ANSWER: A

The main method is a class method with the following signature: Choose the correct syntax from the following.

A) public static void main(String args());

B) **public static void main(String[] args);**

C) static void main();

D) void main(String[] args);

ANSWER: B

The class Window constructor should be defined as :

A) Window(String filename,String style,String color,int fontSize);

B) Window(String filename);

C) **public Window(String filename,String style,String color,int fontSize);**

D) None

ANSWER: C

Java allows a plus sign + to be used as a : \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

A) Union operator

B) **string concatenation operator**

C) Intersection operator

D) Arithmetic operator

ANSWER: B

The text areas of the window contain scroll bars on the \_\_\_\_\_\_\_\_\_\_\_ of the window.

A) left-hand side

B) upper side window

C) lower side window

D) **right-hand side**

ANSWER: D

The instance method clearTextArea() will allow you to clear

A) disappears scroll bar

B) text from the top left-hand corner of the text area

C) allow you to inspect the width and height of the window

D) **the entire text area of all the text in the upper window.**

ANSWER: D

The instance method closeWindowAndExit() does

A) **close the window object and cause the computer to exit back to your operating system prompt.**

B) just closes window

C) Both A & B

D) All the above

ANSWER: A

Defintion of dialog box is

A) DialogBox object that appears on the Window object

B) **Used for the input of any string value via the keyboard**

C) Does not receive any input from the keyword

D) objects on the pane is possible until data has been input

ANSWER: B

What is the syntax to code the constructor in class DialogBox. :

A) public DialogBox(Window parent,String prompt,66);

B) public Dialog(Window parent,String prompt);

C) public DialogBox(Window parent,"String prompt");

D) **public DialogBox(Window parent,String prompt);**

ANSWER: D

To create a DialogBox object you must use the \_\_\_\_\_\_\_\_\_\_

A) **class constructor**

B) default constructor

C) formal parameters

D) all above is required

ANSWER: A

How to display DialogBox window?

A) screen.show();

B) screen.showDialogBox();

C) **objectname.showDialogBox();**

D) None

ANSWER: C

What is the use of parent in dialogbox?

A) used as a cue to prompt container for input

B) **Window type that specifies the container onto which to place the dialog box**

C) both A & B

D) None

ANSWER: B

What is the use of prompt in dialogbox?

A) **used as a cue to prompt for input**

B) Window type that specifies the container onto which to place the dialog box

C) both A & B

D) None

ANSWER: A

Choose an example from the following as constructor for class DialogBox.

A) DialogBox input = new DialogBox(screen, prompt);

B) **DialogBox input = new DialogBox(screen, "What is your name?");**

C) DialogBox input = new DialogBox;

D) DialogBox input = new DialogBox();

ANSWER: B

How to get the name from the class dialog box. Choose from the following?

A) **name = inputName.getString();**

B) name=getString();

C) Name = inputName.get();

D) Name=getString();

ANSWER: A

The size of the args array is \_\_\_\_\_\_\_\_\_\_\_\_\_\_

A) **args.length**

B) argument=length

C) both A & B

D) args.length()

ANSWER: A

**Unit – 2**

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

ANSWER: A

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

A) add

B) exist

C) **new**

D) plus

ANSWER: C

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

ANSWER: B

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

A) variable

B) Constant

C) String

D) **String constructors**

ANSWER: D

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

ANSWER: A

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

ANSWER: B

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

ANSWER: C

New operator allocates memory space from

A) file

B) Stack

C) Secondary memory

D) **Heap**

ANSWER: D

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

ANSWER: A

Construtor must be defined as

A) Private

B) **Public**

C) Protected

D) Any

ANSWER: B

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

ANSWER: C

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**

ANSWER: D

A class method is also called as

A) **Static method**

B) Dynamic method

C) Helper method

D) instance method

ANSWER: A

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

ANSWER: B

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

ANSWER: C

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**

ANSWER: D

A method defined as static is called

A) **a class method**

B) a instance method

C) simply a method

D) None of the mentioned

ANSWER: A

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

ANSWER: B

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

ANSWER: C

instance methods are invoked

A) Automatically

B) through other class members

C) data members

D) **through an instance(Object) of the class**

ANSWER: D

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

ANSWER: A

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

ANSWER: A

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

ANSWER: B

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

ANSWER: B

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

ANSWER: C

Static methods are:

A) non accessible methods

B) methods that can access with objects

C) public methods

D) **Utility methods**

ANSWER: D

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

ANSWER: A

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

ANSWER: B

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

ANSWER: C

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**

ANSWER: D

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

ANSWER: A

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

ANSWER:B

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

ANSWER: C

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

A) document

B) javatool

C) java

D) **javadoc**

ANSWER: D

1.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

ANSWER: A

2.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

ANSWER: C

3.Using Radio button class, you can give the following number of input

A) **1**

B) 2

C) many

D) none

ANSWER: A

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

A) false

B) **true**

ANSWER: B

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

A) **false**

B) true

ANSWER: A

6.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

ANSWER: B

7.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

ANSWER: C

8.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

ANSWER: A

9.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**

ANSWER: D

10.Array and String are

A) value type

B) **reference type**

C) both value and reference type

D) None of the above

ANSWER: B

11.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**

ANSWER: D

12.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

ANSWER: B

13.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**

ANSWER: D

14. 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

ANSWER: B

15. 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

ANSWER: A

16.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

ANSWER: C

17.A boolean variable is initialized by Java to be \_\_\_\_\_\_\_

A) true

B) **false**

ANSWER: B

18. 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**

ANSWER: D

19.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

ANSWER: B

20.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

ANSWER: C

21.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

ANSWER: A

22.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

ANSWER: B

23.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

ANSWER: B

24.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

ANSWER: B

25.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**

ANSWER: D

26. In switch statement if we dont give default statement the program will execute successfully

A) **True**

B) false

ANSWER: A

27. In Java, it is not compulsory to pass break after each case

A) **True**

B) false

ANSWER: A

28. 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

ANSWER: A

29.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**

ANSWER: B

30.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

ANSWER: A

1.Which looping statement is called as pretest looping statement

A) Do while loop

B) **While loop**

C) For loop

D) Switch statement

ANSWER: B

2.In which looping statement the decision statement will not be there at the beginning

A) **Do-while loop**

B) While loop

C) Both

D) None of the above

ANSWER: A

3.\_\_\_\_\_\_\_\_\_\_\_\_\_loop always requires the statements within the loop to be executed at least once by the computer

A) **Do-while loop**

B) While loop

C) For loop

D) Switch statement

ANSWER: A

4.If for(expression1;expression2;expression3) is the syntax of for loop, then what happens if we omit all the three expressions(expression1;expression2;expression3) in the for loop

A) Syntax error

B) Logical error

C) **Leads to infinite loop**

D) Run time error

ANSWER: C

5.Find out the correct way to declare array

A) Int a[10]

B) Array a[10]= new array[10]

C) Int a[SIZE]

D) **Int a=new int[10]**

ANSWER: D

6.The original idea of introducing an array

A) To store the values

B) To reduce the amount of code required to assign numbers to memory and output the numbers from memory.

C) To reduce the amount of code required output the numbers from memory.

D) **All the above**

ANSWER: D

7.AVI class that can be used to select multiple values at a time is

A) RadioButton class

B) **CheckBox class**

C) DialogBox class

D) Wrapper class

ANSWER: B

8.The member function that can be used to display the checkbox over the window container is

A) Displaycheckbox( )

B) Showcasecheckbox( )

C) Viewcheckbox( )

D) **ShowCheckboxes( )**

ANSWER: D

9.In the checkbox class getcheckedboxes( ) is a member function that can be used to

A) **To get the selected items from the checkbox**

B) To get input to the checkbox

C) Display checkbox on the window container

D) To mark the items in the checkbox

ANSWER: A

10.Contents of Boolean array set true for each box in the checkbox that is

A) Unchecked

B) **Checked**

C) Deleted

D) Removed

ANSWER: B

11.JAVA library class that will be used to format the numbers for outputs is

A) FormatNumber class

B) FormatOutput class

C) **NumberFormat class**

D) FormatNumberOutput Class

ANSWER: C

12.getCurrencyInstance is a method which can

A) Get the currency online

B) Get the instance to the currency

C) Buy the currency

D) **Establish currency formatting**

ANSWER: D

13.getPercentInstance is a method which can

A) Perform percentile operation

B) **Printing percentage symbol with output**

C) Get the instance for percentage

D) None of the above

ANSWER: B

14.What will be the output for the following program? $ class Test { $ public Static void main(String[] args)${ $do $while (true)$ System.out.println("HELLO");$while (false); $} $ }

A) HELLO

B) Compile time error

C) No Output

D) **HELLO (infinitely)**

ANSWER: D

15.What will be the output for the following program? $class Test { $ public static void main(String[] args) ${ $do$ System.out.println("FRIENDS"); $ while (true); $System.out.println("ENEMY");$ } $}

A) **Compile time error**

B) FRIENDS

C) No output

D) ENEMY

ANSWER: A

16.\_\_\_\_\_\_\_\_\_\_\_ statement provides an easy way to dispatch execution to different parts of your code based on the value of an expression

A) If-Else

B) **Switch**

C) If

D) While

ANSWER: B

17.State whether the following statements about switch statement are correct

i) Switch statement often provides a better alternative than a large series of if else if statements$

ii) The break statement is used inside the switch to terminate a statement sequence

A) True False

B) False True

C) **True True**

D) False False

ANSWER: C

18.The conditional statement\_\_\_\_\_\_\_\_\_\_\_ can only test for equality whereas \_\_\_\_\_\_\_\_\_\_\_\_can evaluate any type of Boolean expression

A) If switch

B) **Switch if**

C) While if

D) If while

ANSWER: B

19.What will be the output of the following code snippet? $int a=15;$int b=25;$if ((a<b) || (a=5)>15)$ system.out.println(a);$else$system.out.println(b);

A) Error

B) **15**

C) 25

D) No output

ANSWER: B

20.Which of the following control expressions are valid for an if statement

A) An integer expression

B) **A Boolean expression**

C) Either A or B

D) Neither A or B

ANSWER: B

21.By using \_\_\_\_\_\_\_\_\_\_\_\_you can force immediate termination of loop bypassing the conditional expression and any remaining code in the body of the loop

A) Switch

B) **Break**

C) Continue

D) Default

ANSWER: B

22.In JAVA arrays are

A) **Objects**

B) Object reference

C) Primitive data type

D) None of the above

ANSWER: A

23.Which of the following is FALSE about arrays on Java

A) A java array is always an object

B) **Length of array can be changed after creation of array**

C) Arrays in Java are always allocated on heap

D) None of the above

ANSWER: B

24.Which of these operators is used to allocate memory to array variable in Java

A) Malloc

B) Alloc

C) **New**

D) New malloc

ANSWER: C

25.What is subclass in java

A) **A subclass is a class that extends another class**

B) A subclass is a class declared inside a class

C) Both above.

D) None of the above.

ANSWER: A

26.If class B is subclassed from class A then which is the correct syntax

A) Class B:A

B) **Class B extends A**

C) Class B extends class A

D) Class B implements A

ANSWER: B

27.Advantage of inheritance in java programming is or are

A) Code Re-usability

B) Class Extendibility

C) Save development time

D) **All**

ANSWER: D

28.In which java oops feature one object can acquire all the properties and behaviors of the parent object

A) Encapsulation

B) **Inheritance**

C) Polymorphism

D) None of the above

ANSWER: B

29.Java inheritance is used

A) For code re-usability

B) To achieve runtime polymorphism

C) **Both of the above**

D) None

ANSWER: C

30.Which of the following keywords can be used to inherit a class

A) Super

B) This

C) Extent

D) **Extends**

ANSWER: D

31.What is a superclass

A) Child class

B) Derived class

C) Declared class

D) **Parent class**

ANSWER: D

32.Usage of java super Keyword

A) Super is used to refer immediate parent class instance variable

B) Super is used to invoke immediate parent class constructor

C) Super is used to invoke immediate parent class method

D) **All of the above**

ANSWER: D

33.A subclass may replace an inherited method from a superclass When a subclass

defines a method with the same name return type

and argument list as a method in a superclass the superclass method is said to be

A) **Overriden**

B) Overloaded

C) Inherited

D) Deployed

ANSWER: A

34.The Java engine is able to dynamically at run time choose one of several method definitions to execute for a single method call This capability is called

A) Inheritance

B) **Polymorphism**

C) Data hiding

D) Abstraction

ANSWER: B

35.The instanceof operator returns \_\_\_\_\_\_ if the object on its left hand side is an instance of the class specified on its right-hand side otherwise instanceof returns \_\_\_\_\_\_\_\_\_

A) False true

B) True true

C) **True false**

D) False false

ANSWER: C

36.The variable of the sub class is said to shadow when

A) The inherited variable with the different name

B) The inherited variable does not appear

C) There is no varible

D) **The inherited variable with the same name**

ANSWER: D

37.The class which is defined within another class called as

A) **Inner class**

B) Outer class

C) Nested class

D) Bounded class

ANSWER: A

38.Inner class is useful in

A) Polymorphism

B) **Encapsulation**

C) Inheritance

D) Abstraction

ANSWER: B

39.A method is defined by the methods signature and has no method body is called as

A) Instance method

B) Inherited method

C) **Abstract method**

D) No such methods

ANSWER: C

40.Abstract class means

A) **A class with atleast one abstract method**

B) A class with no methods

C) A class with no abstract methods

D) A class which should have all methods as abstract methods

ANSWER: A

41.An \_\_\_\_\_\_\_\_\_\_\_ is a class that contains only abstract methods and/or constants

A) Abstract class

B) Instance class

C) **Interface**

D) Package

ANSWER: C

42.Which of the following statement is true about interface

A) Only requires another class to implement the methods by its own

B) **The interface supplies a specification of methods and requires another class to implement the methods of the specification**

C) The interface supplies the specification of methods and asks other class to verify whether the specifications are correct or not

D) The interface will not bother about specification of methods and their implementation

ANSWER: B

43.The ability of one class to inherit from more than one superclass is known as \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ and is forbidden in Java

A) Multilevel Inheritance

B) Hybrid Inheritance

C) Hierarchical Inheritance

D) **Multiple Inheritance**

ANSWER: D

44.In JAVA we can achieve multiple inheritance through

A) **Interface**

B) Inheritance

C) Packages

D) Forbidden in JAVA

ANSWER: A

45.Java will permit multiple inheritance of \_\_\_\_\_\_\_\_\_\_\_ but not \_\_\_\_\_\_\_\_\_\_\_\_

A) Classes Interfaces

B) Packages Interfaces

C) Interfaces Inheritance

D) **Interfaces Classes**

ANSWER: D

46.Using the same name for methods either constructors instance methods or class methods but not the mixture of all three is known as

A) Method Overriding

B) **Method Overloading**

C) Method Inheritance

D) Method accessing

ANSWER: B

47.Which statement is true about object

A) Objects can be compared each other

B) One Object can be added to another

C) **Object can be passed as a parameter to a class method**

D) All the above

ANSWER: C

48.With type casting what can be achieved

A) **Can get access to the shadowed variable**

B) Can get access to the overriden methods

C) Both A and B

D) Neither A nor B

ANSWER: A

49.Abstract class can be Instatiated

A) True

B) **False**

ANSWER: B

50.When a class contains at least one abstract method the class is automatically taken to be abstract

A) **True**

B) False

ANSWER: A

**Unit – 4**

A call to an applet is embedded in an \_\_\_\_\_\_\_\_\_\_ script file.

A) HTTP

B) **HTML**

C) FTP

D) APPLET

ANSWER: B

A Java applet is included in a Web page using the <\_\_\_\_\_\_\_\_\_\_\_> tag

A) HTTP

B) HTML

C) FTP

D) **APPLET**

ANSWER: D

Applet inherits from the \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ class

A) **Panel**

B) Applet

C) HTML

D) None of the above

ANSWER: A

To create an applet you must create a subclass of \_\_\_\_\_\_\_\_\_\_\_\_

A) HTML

B) Superclass

C) **Applet**

D) Object

ANSWER: C

Which method will be called after the constructor is invoked, when the applet first starts.

A) start( )

B) stop( )

C) **init( )**

D) destroy( )

ANSWER: C

Which method will be called when the browser opens the applet’s window.

A) **start( )**

B) stop( )

C) init( )

d) destroy( )

ANSWER: A

Which method will be called when the browser changes to a new HTML page, making the applet temporarily hidden.

A) start( )

B) **stop( )**

C) init( )

D) destroy( )

ANSWER: B

Which method will be called when the applet exits; reverses any actions taken by init(), freeing all resources the applet is holding.

A) start( )

B) stop( )

C) init( )

D) **destroy( )**

ANSWER: D

The applet also overrides the \_\_\_\_\_\_\_\_ method from the java.awt.Component class to draw an applet on the screen.

A) **paint( )**

B) Unpaint( )

C) start( )

D) display( )

ANSWER: A

Compilation and execution commands to execute a APPLET are:

A) javac fn.java java fn

B) javac fn.applet java fn

C) applet fn.java appletviewer fn.html

D) **javac fn.java appletviewer fn.html**

Answer: D

Mention the software that will enable you to load and run applets on your computer.

A) **Applet viewer**

B) Applet

C) Applet JAVA

D) JAVA Applet

ANSWER: A

What method will be invoked automatically by the Web browser or applet viewer to allow the applet to draw itself in the browser’s window?

A) draw( )

B) **paint ( )**

C) display( )

D) write( )

ANSWER: B

<PARAM NAME> is a html tag, that will be used to,

A) Mention the name of the html file

B) Mention the name of the Applet file

C) **pass values from html file to an applet just as arguments**

D) pass values from an applet to html file just as arguments

ANSWER: C

getparameter( ) is a method that will be used to

A) generate a parameter in a html file

B) receive the values from the user in an html file

C) receive values from an applet to html file just as arguments

D) **receive the values from html file to an applet just as arguments**

ANSWER: D

The getParameter method returns the value of the parameter as a \_\_\_\_\_\_\_\_\_

A) **String**

B) character

C) Value

D) integer

ANSWER: A

i. The names given to the parameters in the HTML script file need not be the same as the names given to the variables within the applet.

ii. Java applets have the ability to play sounds on your computer.

A) i.False ii.False

B) **i.True ii.True**

C) i.False ii.True

D) i.True ii.False

ANSWER: B

getAudioClip(getCodeBase(), source+".au");

The above instruction will be used to,

A) Play a sound

B) declares a variable and play the sound

C) **initializes the variable sound with an AudioClip file.**

D) Illegal instruction

ANSWER: C

statements necessary to play an audio clip:

i. AudioClip sound; - declares a variable sound of type AudioClip

ii. sound = getAudioClip(getCodeBase(), source+".au"); - initializes the variable sound with an AudioClip file.

iii. sound.play();executes the sound variable by playing the contents of the AudioClip file.

A) only i & ii

B) only ii & iii

C) only i & iii

D) **only i, ii & iii**

ANSWER: D

The Applet class provides a method to read an image over a network and return the corresponding Java object. The method and its signature is:

A) **public Image getImage(URL url, String name);**

B) public Image readImage(URL url, String name);

C) public Image inputImage(URL url, String name);

D) public Image sendImage(URL url, String name);

ANSWER: A

The \_\_\_\_\_ is returned by the Applet class method getDocumentBase

A) document

B) **url**

C) base

D) image

ANSWER: B

An Image object may not be instantiated directly through a constructor; it must be obtained through a method call, such as

A) getImage( )

B) Image( )

C) **Applet.getImage( ).**

D) getImageObject( )

ANSWER: C

The method that registers an image to be loaded and tracked and assigns it a specified identifier value is,

A) registerImage()

B) statusImage()

C) **addImage()**

D) inputImage()

ANSWER: C

The method that loads all images and returns when all images have been loaded or received an error.

A) isErrorAny()

B) loadAllImage()

C) LoadImage()

D) **waitForAll()**

ANSWER: D

The method that returns the status of all images, and returns one of the field constants.

A) **statusAll()**

B) statusAllImages()

C) waitforALL()

D) returnStatus()

ANSWER: A

The method that checks whether any errors have occurred when loading images

A) errorImage()

B) **isErrorAny()**

C) errorForAll()

D) errorcheck()

ANSWER: B

When does Exceptions in Java arises in code sequence?

A) **Run Time**

B) Compilation Time

C) Can Occur Any Time

D) None of the mentioned

ANSWER: A

Exception generated in try blocks is caught in ----- block

A) throw

B) throws

C) **catch**

D) finally

ANSWER: C

Which of these keywords is not a part of exception handling?

A) try

B) finally

C) **thrown**

D) catch

ANSWER: C

Which of these keywords is used to manually throw an exception?

A) try

B) finally

C) **throw**

D) catch

ANSWER: C

Which of these is a super class of all exceptional type classes?

A) String

B) RuntimeExceptions

C) **Throwable**

D) Cachable

ANSWER: C

Which of these class is related to all the exceptions that can be caught by using catch?

A) Error

B) **Exception**

C) RuntimeExecption

D) All of the mentioned

ANSWER: B

Which of these class is related to all the exceptions that cannot be caught?

A) **Error**

B) Exception

C) RuntimeExecption

D) All of the mentioned

ANSWER: A

Which of these handles the exception when no catch is used?

A) **Default handler**

B) finally

C) throw handler

D) Java run time system

ANSWER: A

Which of these operator is used to generate an instance of an exception than can be thrown by using throw?

A) **new**

B) malloc

C) alloc

D) thrown

ANSWER: A

What will be the output of the following Java program? $ class exception\_handling $ { $ public static void main(String args[]) $ { $ try $ { System.out.print("Hello" + " " + 1 / 0); $ } $ catch(ArithmeticException e) $ { $ System.out.print("World"); $ } $ } $ }

A) Hello

B) **World**

C) HelloWorld

D) Hello World

ANSWER: B

What will be the output of the following Java program? $ class exception\_handling $ { $ public static void main(String args[]) $ { $ try $ { $ int a, b; $ b = 0; $ a = 5 / b; $ System.out.print("A"); $ } $ catch(ArithmeticException e) $ { $ System.out.print("B"); $ } $ finally $ { $ System.out.print("C"); $ } $ } $ }

A) A

B) B

C) AC

D) **BC**

ANSWER: D

What will be the output of the following Java program? $ class exception\_handling $ { $ public static void main(String args[]) $ { $ try $ { $ int i, sum; $ sum = 10; $ for (i = -1; i < 3 ;++i) $ sum = (sum / i); $ } $ catch(ArithmeticException e) $ { $ System.out.print("0"); $ } $ System.out.print(sum);$ }$ }

A) 0

B) 05

C) **Compilation Error**

D) Runtime Error

ANWER: C

What exception thrown by parseInt() method?

A) ArithmeticException

B) ClassNotFoundException

C) NullPointerException

D) **NumberFormatException**

ANSWER: D

Which of these exceptions will occur if we try to access the index of an array beyond its length?

A) ArithmeticException

B) ArrayException

C) ArrayIndexException

D) **ArrayIndexOutOfBoundsException**

ANSWER: D

Which of these keywords is used to by the calling function to guard against the exception that is thrown by called function?

A) try

B) throw

C) **throws**

D) catch

ANSWER: C

What will be the output of the following Java code?$ class exception\_handling $ { $ public static void main(String args[])$ { $ try $ { $ throw new NullPointerException ("Hello"); $ System.out.print("A"); $ } $ catch(ArithmeticException e) $ { $ System.out.print("B"); $ } $ } $ }

A) A

B) B

C) Compilation Error

D) **Runtime Error**

ANSWER: D

What is the use of try & catch?

A) It allows us to manually handle the exception

B) It allows to fix errors

C) It prevents automatic terminating of the program in cases when an exception occurs

D) **All of the mentioned**

ANSWER: D

Which of these keywords are used for generating an exception manually?

A) try

B) catch

C) **throw**

d) check

ANSWER: C

What will be the output of the following Java code? $ public class San $ { $ public static void main(String args[]) $ { $ try $ { $ System.out.print("Hello world "); $ } $ finally $ { $ System.out.println("Finally executing "); $ } $ } $ }

A) The program will not compile because no exceptions are specified

B) The program will not compile because no catch clauses are specified

C) Hello world

D) **Hello world Finally executing**

ANSWER: D

....... server is a computer on the internet that stores a collection of files.

A) **FTP**

B) E-mail

C) Gopher

D) Telnet

ANSWER: A

Which among the following is a java program designed to run by a java enabled web browser.

A) Threads

B) **Applets**

C) FTP

D) Telnet

ANSWER: B

Which scripting file is used to call an applet.

A) **HTML**

B) PHP

C) All of the above

D) None of the above

ANSWER: A

When a Web page is loaded that contains a reference to an applet,the browser downloads the applet from the Web server and executes the applet on which sever.

A) Web server

B) **Client Machine**

C) Sever Machine

D) Web browser

ANSWER: B

Applet inherits from

A) Frame Class

B) Container Class

C) **Panel Class**

D) Window Class

ANSWER: C

init() in applets

A) **Called after the constructor is invoked,when the applet first starts.**

B) Called when the browser opens the applets window.

C) Called when the browser changes to a new HTML page, making the applet temporarily hidden.

D) Called when the applet exists: reverses any actions taken by init(),freeing all the applet is holding.

ANSWER: A

start() in applets

A) Called after the constructor is invoked,when the applet first starts.

B) **Called when the browser opens the applets window.**

C) Called when the browser changes to a new HTML page, making the applet temporarily hidden.

D) Called when the applet exists: reverses any actions taken by init(),freeing all the applet is holding.

ANSWER: B

stop() in applets

A) Called after the constructor is invoked,when the applet first starts.

B) Called when the browser opens the applets window.

C) **Called when the browser changes to a new HTML page, making the applet temporarily hidden.**

D) Called when the applet exists: reverses any actions taken by init(),freeing all the applet is holding.

ANSWER: C

destroy() in applets

A) Called after the constructor is invoked,when the applet first starts.

B) Called when the browser opens the applets window.

C) Called when the browser changes to a new HTML page, making the applet temporarily hidden.

D) **Called when the applet exists: reverses any actions taken by init(),freeing all the applet is holding.**

ANSWER: D

Java applets have the ability to play sounds on your computer.

A) **True**

B) False

ANSWER: A

Which of these methods can be used to output a string in an applet.

A) Display()

B) Print()

C) **drawString()**

D) Transient()

ANSWER: C

Which of these methods is a part of Abstract Window Toolkit.

A) Display()

B) **Print()**

C) drawString()

D) Transient()

ANSWER: B

What does AWT stands for?

A) All Windown Tools

B) All Writing Tools

C) **Abstract Window Toolkit**

D) Abstract Writing Toolkit

ANSWER: C

The APPLET tag is used to start an applet from both an HTML document and from an applet viewer.

A) **True**

B) False

ANSWER: A

What invokes immediately after the start() method and also any time the applet needs to repaint itself in the browser?

A) stop()

B) init()

C) **paint()**

D) destroy()

ANSWER: C

Which method is called only once during the run time of your applet?

A) stop()

B) init()

C) **paint()**

D) destroy()

ANSWER: C

When an applet is terminated which of the following sequence of methods calls take place?

A) stop(),paint(),destroy()

B) destroy(),stop(),paint()

C) destroy(),stop()

D) **stop(),destroy()**

ANSWER: D

Which is a special type of program that is embedded in the webpage to generate the dynamic content?

A) Package

B) **Applet**

C) Browser

D) None of the above

ANSWER: B

What is used to run an applet?

A) An html file

B) An AppletViewer tool(for testing purpose

C) **Both A & B**

D) None of the above

ANSWER: C

Which is the correct order of lifecycle in an applet?

A) Applet is started,initialized,painted,destroyed,stopped

B) Applet is painted,started,stopped,initializes,destroyed

C) **Applet is intialized, started,painted,stopped,destroyed**

D) None of the above

ANSWER: C

Which method is used to supend threads that dont need to run when the applet is not visible?

A) destroy()

B) paint()

C) **stop()**

D) start()

ANSWER: C

All applets must import java.applet and java.awt.

A) **True**

B) False

ANSWER: A

When an applet begins, which sequence will AWT call the methods?

A) init(),paint(),start()

B) start(),paint(),init()

C) **init(),start(),paint()**

D) paint(),start(),init()

ANSWER: C

Which method is first Called for any applet when it starts its exection?

A) **void init()**

B) void destroy()

C) booleab isActive()

D) None of the above

ANSWER: A

Which is invoked after the init() method or browser is maximized?

A) **public void start()**

B) public void paint(Graphics g)

C) public void stop()

D) public void init()

ANSWER: A

Applet runs inside the browser and works at client side

A) **True**

B) False

ANSWER: A

In java a thread can be created by ........

A) Extending the thread clas.

B) Implementing Runnable interface.

C) **Both of the above**

D) None of the above

ANSWER: C

When a class extends the Thread class, it should override ........ method of Thread class to start that thread.

A) start()

B) **run()**

C) init()

D) go()

ANSWER: B

Which of the following are methods of the thread class?

1) yield

2) sleep(long msec)'

3) go()

4) stop()

A) **1,2 and 4**

B) 1 and 3

C) 3 only

D) none of the above

ANSWER: A

The ....... class uses the methods of the MediaTracker class to load all the image objects before displaying any of them.

A) **FlimStrip**

B) Audio

C) video

D) Window

ANSWER: A

Which method is called internally by thread start() method?

A) execute()

B) **run()**

C) launch()

D) main()

ANSWER: B

What is the maximum thread priority in java

A) **10**

B) 12

C) 5

D) 8

ANSWER: A

If a priority of a java thread is 3 then the default priority of its child thread will be

A) 0

B) 1

C) 5

D) **3**

ANSWER: D

Min and Max priority of a thread in java multithreading are

A) **1,10**

B) 0,10

C) 0,255

D) 1,256

ANSWER: A

Execution of a java thread begins on which method call?

A) **Start()**

B) Run()

C) Execute()

D) Launch()

ANSWER: A

How many ways a thread can be created in Java multithreading?

A) 1

B) **2**

C) 3

D) 4

ANSWER: B

Which statement is/are correct

1) On calling Threadstart() method a new thread get created.

2) Thread start() method calls run() method internally.

3) Thread run() method can also be called directly to create thread.

4) All correct.

A) **1 & 2**

B) 2 & 3

C) 4

D) 1 & 3

ANSWER: A

Which method is used to make main thread to wait for all child threads

A) **Joion()**

B) Sleep()

C) Wait()

D) Stop()

ANSWER: A

What is the default priority of a thread in java?

A) 10

B) **5**

C) 3

D) 1

ANSWER: B

A thread becomes not runnable when

A) **its sleep method is invoked**

B) the program terminates

C) a network connection is established

D) an event occurs

ANSWER: A

Which of these method can be used to make the main thread to be executed last among all the threads?

A) stop()

B) **sleep()**

C) join()

D) call()

ANSWER: B

Which of these method is used to find out that a thread is still running or not?

A) Run

B) Alive()

C) **isAlive()**

D) checkRun()

ANSWER: C

Identify which is not a static constant of StreamTokenizer class.

A) TT\_EOF

B) **TT\_EOW**

c) TT\_NUMBER

D) TT\_WORD

ANSWER: B

Identify all the instance variables of StreamTokenizer class.

A) ttype

B) sval

C) nval

D) **All the mentioned**

ANSWER: D

argument types of whitespaceChars method of StreamTokenizer class are:

A) int,int,int

B) **int,int**

C) char,char

D) int,char

ANSWER: B

Constructor of StreamTokenizer class takes\_\_\_\_\_\_\_\_\_as an argument:

A) **Reader**

B) Reader, Writer

C) Reader, Reader

D) None of the mentioned

ANSWER: A

Constructor of FileReader class takes\_\_\_\_\_\_\_\_\_\_as an argument:

A) path, Reader

B) path, Reader, Writer

C) Src\_path, dest\_path

D) **path**

ANSWER: D

static constants of FileDialog class:

A) LOAD

B) SAVE

C) **Both**

D) None of the mentioned

ANSWER: C