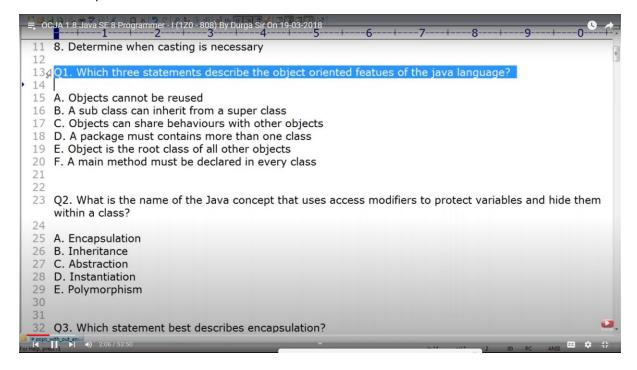
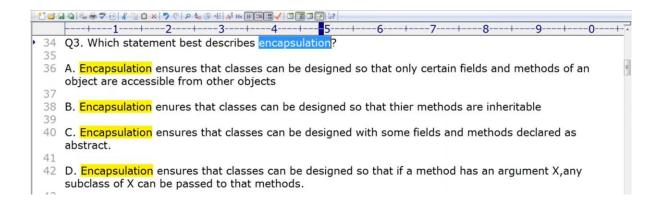
- 1. B, C, E
- 2. Encapsulation



3. A

Option D is polymorphism



```
46
 47 Q4. Given the following two classes:
 48
49 public class Customer
 50 □ {
 51
       ElectricAccount acct=new ElectricAccount();
       public void useElectricity(double kwh)
 52
 53 ₪
       {
 54
          acct.addKwh(kwh);
 55
       }
 56 }
 57 public class ElectricAccount
 58⋴{
 59
       private double kwh;
       public double rate=0.09;
 60
 61
       private double bill;
 62
       //Line-1
 63 }
```

65 How should you write methods in ElectricAccount class at Line-1 so that the member variable bill is always equal to the value of the member variable kwh multiplied by the member variable rate?

67 Any amount of electricity used by Customer(represented by an instance of the Customer class) must contribute to the Customer's bill(represented by member variable bill) through the method useElectricity() method. An instance of the customer class should never be able to tamper with or decrease the value of the member variable bill?

We can decrease bill value by passing negative KWH. wrong

```
69 A.
70 public void addKwh(double kwh)
71 = {
72     this.kwh+=kwh;
73     this.bill=this.kwh*this.rate;
74 }
```

B is the right answer

Private method cannot be accessed by electricity

SetBill cannot be a method, has everything can be called by ElectrcityMethod and this method don't call setBill

```
94
  95
      public void addKwh(double kwh)
  96
  97
           if(kwh>0)
  98
  99
                this.kwh+=kwh
 100
                setBill(this.kwh)
 101
 102
           void setBill(double kwh)
 103
 104 8 {
 105
           bill=kwh*rate;
 106
107
```

```
84 Q5. Given the following code fragment:
 85
 86 public class Rectangle
 87 □ {
 88
         private double length;
 89
         private double height;
 90
         private double area;
 91
         public void setLength (double length)
 92 □
 93
             this.length=length;
 94
         public void setHeight(double height)
 95
 96 □
 97
             this.height=height;
 98
         }
 99
         public void setArea()
 100 ⊟
         {
             area=length*height;
 101
 102
         }
 103 }
 104
    Which two changes would encapsulation this class and ensure that the area field is always equal to
     length*height, whenever Rectangle class is used?
For Help, press F1
                                                                    351 28 PC ANSI
```

Becarefull....

If you use D and F , u are calling SetArea twice. What u can do is change Set Area to private and call set area at the end of SetHeight method .. B and F

```
107 A. Change the area field to public
108 B. Change the setArea() method to private?
109 C. Call the setArea() method at the beginning of the setLength() method
110 D. Call the setArea() method at the end of the setLength() method
111 E. Call the setArea() method at the beginning of the setHeight() method
112 F. Call the setArea() method at the end of the setHeight() method
113
```

```
113 F. Call the setArea() method at the end of the setHeight() method
114
115 Q6. Given the following classes:
116 public class Employee
117⊟{
118
        public int salary;
119 }
120 public class Manager extends Employee
121 □ {
122
        public int budget; I
123 }
124 public class Director extends Manager
125 ⊟ {
126
        public int stockOptions;
127 }
128
129 And given the following main method:
```

C and E

```
131 public static void main(String[] args)
132 □ {
           Employee e = new Employee();
133
134
          Manager m = new Manager();
135
          Director d = new Director();
136
          //Line 1
137
138 Which two options fail to compile when placed at Line 1 of the main method?
139
140 A. e.salary=50_000;
141 B. d.salary=80_000;
142 C. e.budget=2_00_000;
143 D. m.budget=1_00_000;
144 E. m.stockOption=500;
145 F. d.stockOption=1_000;
146
147 Q7. Given the code fragment:
 cops_with_out_an:-

26:43 / 53:50
```

```
---+---1---+---2---+---3---+----5---+---6---+---7---+---8---+---9---+---0---+--
 1 abstract class Parent
 2 □ {
 3
     protected void resolve()//Line-1
 4
 5
     abstract void rotate();//Line-2
 6
 8 class Child extends Parent
 9 □ {
10
     void resolve()//Line-3
11
12
13
     protected void rotate()//Line-4
14
15
16 }
```

Resolve - Protected to Default Not Possible - Make Line 3 Protected

Default -> Protected is possible - so no problem with Rotate Methdod

C and D. Sp Make Resolve either protected or Public'

Also if you change Line 4 to Public no harm, that is not an issue but its not throwing CE. This could be an allowed change but there is no issue with the existing

See which two modification made independently is -> if you made 1 change it should work and if you make the other change also it should work. Not both has to be made to make it work. Be carefull

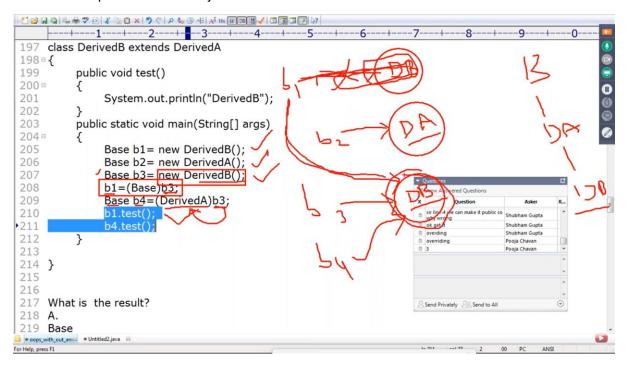
```
Which two modifications, made independently, enable the code to compile?

A. Make that method at Line-1 public
B. Make that method at Line-2 public
C. Make that method at Line-3 public
D. Make that method at Line-3 protected
E. Make that method at Line-4 public
```

```
174 Q8. Given:
175 Base.java:
 177 class Base
178 - {
 179
             public void test()
 180 ₪
             {
 181
                   System.out.println("Base");
182
183 }
            }
185 DerivedA.java:
 186
187 class DerivedA extends Base
 188⊟{
 189
            public void test()
 190 ₪
 191
192
                  System.out.println("DerivedA");
193 }
195 DerivedB.java
       class DerivedB extends DerivedA
 198 - {
199
200 =
201
             public void test()
                   System.out.println("DerivedB");
 202
203
204
205
             public static void main(String[] args)
                   Base b1= new DerivedB();
                   Base b2= new DerivedA();
Base b3= new DerivedB();
 206
 207
208
                   b1=(Base)b3;
                   Base b4=(DerivedA)b3;
210
211
212
213
                   b1.test();
b4.test();
             }
```

Here Line208= b1-> b3

B4-> B3. Both points to same object.



Same method having multiple implementation. Overriding

```
polymorphism
overloading
overriding

Flexibility
pynamic Code

Reusability===>Inheritance
Security==>Enca

236
237
Q9. Which two are benefits of polymorphism?

238
239
A. Faster Code at Runtime
B. More efficient Code at Runtime
C. More Dynamic Code at Runtime
C. More Dynamic Code at Runtime
D. More Flexible and Reusable Code at Runtime
E. Code that is protected from extension by other classes
```

Variable and method can hv the same name

```
CJA 1.8 Java SE 8 Programmer - I (1Z0 - 808) By Durga Sir On 19-03-2018
1 class Test
 2 8 {
 3
     static int x1=10;
 4
     public static void x1()
 58
        System.out.println("x1 method ");
 6
 8
     public static void main(String[] args)
 9 ₪
10
        System.out.println(x1); [
11
        x1();
12
13 }
                                                                   In 11 col 14 14 00 PC
```

C,D and F correct

```
Q10. Which three statements are true about the structure of a Java class?

A) public class should compulsory contains main method

B) A class can have only one private constructor

C) A method can have the same name as variable

D) A class can have overloaded static methods

E) The methods are mandatory components of a class

F) The fields need not be initialized before use.
```

ABC

```
-+---6---+---7---+---8----+---9---+---0--
 1 class A
 2 = {
      public void test()
 48
      {
 5
        System.out.print("A");
 6
      }
 7 }
 8 class B extends A
                                   I
 98{
10
      public void test()
118
12
        System.out.print("B");
13
      }
14 }
15 public class C extends A
16 □ {
17
      public void test()
188
19
        System.out.print("C");
20
21
      public static void main(String[] args)
228
23
        A a1 = new A();
24
        A a2 = new B();
                                  I
25
        A a3 = new C();
26
         a1.test();
27
        a2.test()
28
        a3.test();
      }
29
30 }
```

If there is a public class in a file, then the file name should be the public class name

30 and 30.0

```
public class Test
 2 = {
 3
       public static void sum(Integer x,Integer y)
 48
         System.out.println("Integer sum is:"+(x+y));
       public static void sum(double x,double y)
 8 8
 9
         System.out.println("double sum is:"+(x+y));
10
11
       public static void sum(float x,float y)
12 =
         System.out.println("float sum is:"+(x+y));
13
14
15
       public static void sum(int x,int y)
16
17
         System.out.println("int sum is:"+(x+y));
18
19
       public static void main(String[] args)
20 ₪
21
22
         sum(10,20);
         sum(10.0,20.0);
```

Line 1 no issues

1 error

Number cannot be typecasted to String

```
public class Test
 3
       public static void main(String[] args)
 48
         Short s1=200;
  6
         Integer s2=400;
         Long s3=(long)s1+s2; //Line-1
         String s4=(String)(s3*s2);// Line-2
 8
 9
         System.out.println(s3);
10
11 }
  C:\Windows\system32\cmd.exe
  int sum is:30
  double sum is:30.0
  D:\durgaclasses>javac Test.java
  Test.java:8: error: incompatible types: long cannot be converted to String
```

String s4=(String)(s3*s2);// Line-2