



Fundamentals of Java Class 12 MCQ

1. JVM Stands for _____.

- a. Java Virtual Machine
- b. Java Verify Machine
- c. Java Vector Machine
- d. None of the above

Show Answer →

- a. Java Virtual Machine

2. Java programs are _____.

- a. Platform Independent
- b. Highly Portable
- c. Both a) and b)
- d. None of the above

Show Answer →

- c. Both a) and b)

3. Java support _____.

- a. Compiler

- b. Interpreter
- d. Assembler
- e. None of the above

Show Answer →

- b. Interpreter

4. Java converts the program in _____.

- a. Byte
- b. Megabyte
- c. Bytecode
- d. None of the above

Show Answer →

- c. Bytecode

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5. IDE Stands for _____.

- a. Integrated Developer Environments
- b. Integrated Development Environments
- c. Internal Developer Environments
- d. Internal Development Environments

Show Answer →

- b. Integrated Development Environments

6. Java NetBeans IDE is _____ software.

- a. Close source
- b. Middle source
- c. Open Source
- d. None of the above

Show Answer →

- c. Open Source

7. How we can write comments in Java programs.

- a. Two forward slashes (//)
- b. /* and */
- c. Both a) and b)
- d. None of the above

Show Answer →

c. Both a) and b)

8. In Java a group of related classes is known as _____.

- a. Group
- b. Package
- c. Method
- d. None of the above

Show Answer →

b. Package

9. In Java most common pre-built Java output methods are _____.

- a. System.out.println();
- b. Public class
- c. Public static void main(String[] args)
- d. None of the above

Show Answer →

a. System.out.println();

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10. A Variable is a placeholder for data that can change its value during program execution.

- a. Constant
- b. Variable
- c. Data type
- d. None of the above

Show Answer →

b. Variable

11. In Java, How many types of primitive Data Type.

- a. 6
- b. 7
- c. 8
- d. 9

Show Answer →

c. 8

12. In Java, Which type of datatype is used to store Integer values.

- a. Byte
- b. Int

- c. Long
- d. All of the above

Show Answer →

- d. All of the above

13. Int Data Type can store _____ bit of data.

- a. 8-bit
- b. 16-bit
- c. 32-bit
- d. 64-bit

Show Answer →

- c. 32-bit

14. Float Data Type can store _____ bit of data.

- a. 8-bit
- b. 16-bit
- c. 32-bit
- d. 64-bit

Show Answer →

- c. 32-bit

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15. Double Data Type can store _____ bit of data.

- a. 16-bit
- b. 32-bit
- c. 64-bit
- d. 8-bit

Show Answer →

- c. 64-bit

16. Char Datatype can store _____ bit of data.

- a. 16-bit
- b. 32-bit
- c. 64-bit
- d. 8-bit

Show Answer →

- a. 16-bit

17. Boolean Data Type can store _____bit of data.

- a. 16-bit
- b. 32-bit
- c. 1-bit
- d. 8-bit

Show Answer →

- c. 1-bit

18. What are the naming rules we have to follow to declare a variable.

- a. Variable names can begin with either an alphabetic character, Underscore or a dollar sign.
- b. Space are not allowed in variable names
- c. Reserved words cannot be used as a variable name
- d. All of the above

Show Answer →

- d. All of the above

19. To store more than one character, we use the _____data type.

- a. Integer
- b. Character
- c. String
- d. None of the above

Show Answer →

- c. String

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20. _____are special symbols in a programming language and perform certain specific operations.

- a. Operators
- b. Variable
- c. Datatype
- d. None of the above

Show Answer →

- a. Operators

21. ++ is known as which operator.

- a. Increment Operator
- b. Decrements Operator

- c. Assignment Operator
- d. Modulus

Show Answer →

- a. Increment Operator

22. Which of the following belongs to logical operators.

- a. &&
- b. ||
- c. !
- d. All of the above

Show Answer →

- d. All of the above

23. Which of the following is an example of selection structures.

- a. If else statement
- b. Switch statement
- c. Else if statement
- d. All of the above

Show Answer →

- d. All of the above

24. The _____ in Java lets us execute a block of code depending upon whether an expression evaluates to true or false.

- a. If statements
- b. For statements
- c. Array Statements
- d. None of the above

Show Answer →

- a. If statements

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25. To combine two relational expressions in a program.

- a. Logical OR
- b. Logical AND
- c. Logical NOT
- d. None of the above

Show Answer →

b. Logical AND

26. If inside the if is known as _____.

- a. Outer If
- b. Inner If
- c. Nested If
- d. All of the above

Show Answer →

c. Nested If

27. The _____ is used to execute a block of code matching one value out of many possible values.

- a. If statement
- b. Switch Statement
- c. For Statement
- d. None of the above

Show Answer →

b. Switch Statement

28. The ability of a computer to perform the same set of actions again and again is called looping.

- a. Looping
- b. Actioning
- c. Performing
- d. None of the above

Show Answer →

a. Looping

29. What are the different looping statements available in Java?

- a. For loop
- b. While loop
- c. Do-while loop
- d. All of the above

Show Answer →

d. All of the above

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30. The _____ statement evaluates the test before executing the body of a loop.

- a. Goto
- b. While loop
- c. Do-while loop
- d. All of the above

Show Answer →

- b. While loop

31. The _____ statement evaluates the test after executing the body of a loop.

- a. Goto
- b. While loop
- c. Do-while loop
- d. All of the above

Show Answer →

- c. Do-while loop

32. _____ is known as the entry control loop.

- a. While loop
- b. Do-while loop
- c. Goto loop
- d. All of the above

Show Answer →

- a. While loop

33. _____ is known as the exit control loop.

- a. While loop
- b. Do-while loop
- c. Goto loop
- d. All of the above

Show Answer →

- b. Do-while loop

34. Which condition required for executing the loop –

- a. Initial value
- b. Condition
- c. Counter
- d. All of the above

Show Answer →

d. All of the above

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35. _____ are variables that can hold more than one value, they can hold a list of values of the same type.

- a. Loop
- b. Constant
- c. Variable
- d. None of the above

Show Answer →

c. Variable

36. _____ helps to create a tab between the numbers in the print statement.

- a. \tt
- b. \t
- c. \tb
- d. \tab

Show Answer →

b. \t

37. Array addresses always start from _____.

- a. 0
- b. 1
- c. 2
- d. 3

Show Answer →

a. 0

38. OOP Stands for _____.

- a. Object Oriented Programming
- b. Outer Oriented Programming
- c. Outer Object Programming
- d. Oriented Object Programming

Show Answer →

a. Object Oriented Programming

39. Java's most fundamental features are _____.

- a. Class

- b. Objects
- c. Both a) and b)
- d. None of the above

Show Answer →

- c. Both a) and b)

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40. Function declared inside the class is known as _____.

- a. Member function
- b. Inner function
- c. Outer function
- d. None of the above

Show Answer →

- a. Member function

41. The body of class is enclosed within _____.

- a. Small braces
- b. Curly braces
- c. Big braces
- d. None of the above

Show Answer →

- b. Curly braces

42. The variable declared outside the class is known as _____.

- a. Local variable
- b. Global variable
- c. Inner variable
- d. All of the above

Show Answer →

- b. Global variable

43. The variable declared inside the class is known as _____.

- a. Local variable
- b. Global variable
- c. Inner variable
- d. All of the above

Show Answer →

a. Local variable

44. _____ is a data member that is declared but not initialized before using, and is assigned a default value by the compiler, usually either zero or null.

a. Class

b. Object

c. Constructors

d. None of the above

Show Answer →

c. Constructors

Fundamentals of Java Class 12 MCQ

45. _____ has the same name as the class.

a. Class

b. Object

c. Constructors

d. None of the above

Show Answer →

c. Constructors

46. Data members and method members of an object are accessed using the _____ operator.

a. Comma (,)

b. Dot (.)

c. Modular (%)

d. Dollar (\$)

Show Answer →

b. Dot (.)

47. Data members of a class can be accessed from outside the class by default. Identify the access modifiers from the below list _____.

a. Private

b. Public

c. Protected

d. All of the above

Show Answer →

d. All of the above

48. Private data members of a class cannot be accessed outside the class however, you can give controlled access to data members outside the class through _____.

- a. Getter
- b. Setter
- c. Both a) and b)
- d. None of the above

Show Answer →

- c. Both a) and b)

49. To import the class from the package, you have to use _____ keyword.

- a. Insert
- b. Import
- c. Add
- d. None of the above

Show Answer →

- b. Import

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50. We can take input from the user using _____ object.

- a. Scanner
- b. System.out.println();
- c. Both a) and b)
- d. None of the above

Show Answer →

- a. Scanner

51. _____ function helps to convert string value to the integer value in Java.

- a. parseInt();
- b. parseDouble()
- c. parseString();
- d. None of the above

Show Answer →

- a. parseInt();

52. To sort the array of integers in ascending order _____function required.

- a. Arrange()
- b. Filter()
- c. Sort()
- d. None of the above

Show Answer →

- c. Sort()

53. _____function helps to convert all of the characters in lower case.

- a. toLowerCase()
- b. toSmallCase()
- c. to BelowCase()
- d. None of the above

Show Answer →

- a. toLowerCase()

54. _____function helps to convert all the characters in Upper case.

- a. toUpperCase()
- b. toCaptialCase()
- c. touppercase()
- d. None of the above

Show Answer →

- a. toUpperCase()

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55. _____function helps to return a new string after replacing all occurrences of old string.

- a. replace()
- b. Change()
- c. Convert()
- d. None of the above

Show Answer →

- a. replace()

56. _____function helps to return the length of the string.

- a. replace()
- b. isEmpty()

- c. indexOf()
- d. None of the above

Show Answer →

- a. replace()

57. _____ function helps to return the index of the first occurrence of a given substring.

- a. length()
- b. isEmpty()
- c. indexOf()
- d. None of the above

Show Answer →

- c. indexOf()

58. When unexpected errors come in the program it is handled by _____.

- a. Error handling
- b. Exception handling
- c. Both a) and b)
- d. None of the above

Show Answer →

- b. Exception handling

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60. Which keywords handle an exception in Java programming.

- a. Try
- b. Catch
- c. Both a) and b)
- d. None of the above

Show Answer →

- c. Both a) and b)

61. _____ helps to access the network services that are running on the local computer.

- a. Localhost
- b. Local Network
- c. network
- d. None of the above

Show Answer →

- a. Localhost

62. What are the different ways to create threads in Java?

- a. By extending the Thread class
- b. By implementing the Runnable interface
- c. Both a) and b)
- d. None of the above

Show Answer →

- c. Both a) and b)

63. A _____ is one that can perform multiple tasks concurrently so that there is optimal utilization of the computer's resources.

- a. Resources program
- b. Multithreaded program
- c. Class program
- d. None of the above

Show Answer →

- b. Multithreaded program

64. What are the different types of passing values in Java?

- a. Pass by value & not Pass by reference
- b. Pass by data & Pass by address
- c. Pass by String & Pass by reference
- d. None of the above

Show Answer →

- a. Pass by value & not Pass by reference

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65. What are the basic idea in exception handling _____.

- a. Denote an exception block
- b. Catch the exception
- c. Handle the exception
- d. All of the above

Show Answer →

- d. All of the above

66. _____ a file format based on the popular ZIP file format and is used for aggregating many files into one.

- a. Java ARchive (JAR)
- b. Java Bin (JB)
- c. Java Method (JM)
- d. None of the above

Show Answer →

- a. Java ARchive (JAR)

67. JDBC Stands for _____.

- a. Java Data Connection
- b. Java Database Connection
- c. Java Database Connectivity
- d. Java Data Connectivity

Show Answer →

- c. Java Database Connectivity

68. An _____ is a useful mechanism for effectively identifying/detecting and correcting logical errors in a program. When developing your Java programs.

- a. Database
- b. Assertion
- c. Archive
- d. None of the above

Show Answer →

- b. Assertion