1. A collection is a single object managing a group of objects. The objects in the collection are called elements. Which of the following does not allow duplicate value?
2. Collection
3. Set
4. List
5. None

Answer: B

1. Maps are sometimes called associative arrays. The Map interface provides three methods. Which of the following in not Map method -
2. entrySet
3. keyset
4. values
5. indexOf

Answer: d

1. The Comparable interface is a member of the class?
2. Java.util package
3. Java.io package
4. Java.lang package
5. None

Answer: c

1. The Comparator interface is a member of the class?
2. Java.util package
3. Java.io package
4. Java.lang package
5. none

Answer: A

1. class Employee implements Comparable{

}

Which of the following is an overloaded method?

1. compareTo(object O)
2. compareTo(employee)
3. compare(object O1, object O2)
4. All of the above

Answer: A

1. class Employee implements Comparable<employee>{

}

Which of the following is an overloaded method?

1. compareTo(object O)
2. compareTo(employee)
3. compare(object O1, object O2)
4. All of the above

Answer: B

1. ArrayList<Employee> em = new ArrayList< Employee >();

Which of the following is true about this code?

* 1. The addition of Employee type to the array list generates a compilation error.
  2. The addition of a non-Employee type to the array list generates a compilation error.
  3. Only can add Employee type and its sub class object.
  4. Can add any type of object.

Answer: B, C

1. ArrayList<? extends Employee> em = new ArrayList<? extends Employee >();

Which of the following is true about this code?

* 1. The addition of Employee type to the array list generates a compilation error.
  2. The addition of a non-Employee type to the array list generates a compilation error.
  3. Only can add Employee type and its sub class object.
  4. Only can add Employee’s sub class object.

Answer: B, D

1. Which of the following is not method of Iterator?
   1. hasNext()
   2. next()
   3. add()
   4. remove()

Answer: C

1. The fundamental elements that you need to create a GUI reside in two packages, which are those?
   1. java.awt and java.swing
   2. java.swing and java.lang
   3. java.awt and java.util
   4. java.swing and java.io
2. What is true about Model-View-Controller (MVC) Architecture?
   1. The model that stores the data that defines the component.
   2. The view that creates the visual representation of the component from the data in the model.
   3. The controller that deals with user interaction with the component and modifies the model and/of the view in response to a user action as necessary
   4. A, B and C

Answer: D

1. Which of the following class provide a uniform cross –platform look-and-feel, and you can use it on any platform.
   1. Java.swing.plaf.metal.MetalLookAndFeel
   2. com.sum.java.swing.plaf.motif.MotifLookAndFeel
   3. com.sum.java.swing.plaf.windows.WindowsLookAndFeel
   4. com.sum.java.swing.plaf.windows.WindowsClassicLookAndFeel

Answer: A

1. The setDefaultCloseOperation() method have four possible argument values we can use. DISPOSE\_ON\_CLOSE is one of them. What is it does?
   1. This makes the close operation for the frame window ineffective.
   2. This just hides the window by calling its setVisible() method whit an argument of false.
   3. This causes the frame and any components it contains to be destroyed but doesn’t terminate the application.
   4. Can close the window by either clicking on the X icon or selection close from the menu.

Answer: C

1. contentPane is returned when you call the getContentPane() method for the JFrame object. What type of object getContentPane() return?
   1. JLayeredPane
   2. JInternalPane
   3. JRootPane
   4. JGlassPane

Answer: B

1. Which Layout Manager is the default layout manager of the JPanel ?
   1. BorderLayout
   2. CardLayout
   3. GridLayout
   4. FlowLayout

Answer: D

1. What is the capability of Swing Components?
   1. Supports pluggable look-and-feel for components.
   2. Support for tooltips.
   3. Support for automatic scrolling.
   4. Component classes can be easily extended to create your own custom components.

Answer: All of the above

1. Which of the following is not a standard cursor?
   1. DEFAULE\_CURSOR
   2. WAIT\_CURSOR
   3. CLSE\_CURSOR
   4. SW\_RESIZE\_CURSOR

Answer: C

1. When setBounced() works on a component?
   1. BorderLayout
   2. CardLayout
   3. setLayout(null);
   4. FlowLayout