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21) Which are valid declarations? (Choose all that apply.)

- 1) `int _123;`
- 2) `int 123;`
- 3) `int $x;`
- 4) `int #dim;`
- 5) `int %percent;`
- 6) `int *divide;`
- 7) `int central_sales_region_Summer_2005_gross_sales;`

Your Selected options :: none ❌

Correct Options :: 1, 3, 7

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22) Given:

```
12. public class Yippee2 {
13.
14. static public void main(String [] yahoo) {
15. for(int x = 1; x < yahoo.length; x++) {
16. System.out.print(yahoo[x] + " ");
17. }
18. }
19. }
```

and the command line invocation:
`java Yippee2 a b c`

What is the result?

- 1) Compilation fails.
- 2) `a b c`
- 3) `b c`
- 4) `a b`
- 5) An exception is thrown at runtime.

Your Selected options :: none ❌

Correct Options :: 3

[Click Here for Explanation](#)23) Given a file `GrizzlyBear.java`:

```
1. package animals.mammals;
2.
3. public class GrizzlyBear extends Bear {
4. void hunt() {
5. Salmon s = findSalmon();
6. s.consume();
7. }
8. }
```

and another file, `Salmon.java`:

```
1. package animals.fish;
2.
3. public class Salmon extends Fish {
4. void consume() { /* do stuff */ }
5. }
```

Assume both classes are defined in the correct directories for their packages, and that the `Mammal` class correctly defines the `findSalmon()` method. Which two changes allow this code to compile correctly? (Choose two.)

- 1) `add import animals.fish.Salmon.*;` at line 2 in `GrizzlyBear.java`

- 2) **add import animals.fish.*; at line 2 in GrizzlyBear.java**
- 3) **add import animals.mammals.*; at line 2 in Salmon.java**
- 4) **add public to the start of line 4 in GrizzlyBear.java**
- 5) **add public to the start of line 4 in Salmon.java**
- 6) **add import animals.mammals.GrizzlyBear.*;at line 2 in Salmon.java**

Your Selected options :: none ❌

Correct Options :: 2, 5

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24) **Given:**

```
11. class Mud {
12. // insert code here
13. }
14. System.out.println("hi");
15. }
```

And the following five fragments:

```
public static void main(String...a) {
public static void main(String.* a) {
public static void main(String... a) {
public static void main(String[]... a) {
public static void main(String...[] a) {
```

How many of the code fragments, inserted independently at line 12, compile?

- 1) **5**
- 2) **4**
- 3) **3**
- 4) **2**
- 5) **1**
- 6) **0**

Your Selected options :: none ❌

Correct Options :: 3

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25) **Given:**

```
enum Example { ONE, TWO, THREE }
```

Which statement is true?

- 1) **The expressions (ONE == ONE) and ONE.equals(ONE) are both guaranteed to be true.**
- 2) **The Example values can be used in a java.util.SortedSet, but the set will NOT be sorted because enumerated types do NOT implement java.lang.Comparable.**
- 3) **The Example values cannot be used in a raw java.util.HashMap; instead, the programmer must use a java.util.EnumMap.**
- 4) **The expression (ONE < TWO) is guaranteed to be true and ONE.compareTo(TWO) is guaranteed to be less than one.**

Your Selected options :: none ❌

Correct Options :: 1

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26) **Given:**

```
11. public class Barn {
12. public static void main(String[] args) {
13. new Barn().go("hi", 1);
14. new Barn().go("hi", "world", 2);
15. }
16. public void go(String... y, int x) {
17. System.out.print(y[y.length - 1] + " ");
18. }
19. }
```

What is the result?

- 1) **Compilation fails.**
- 2) **world world**
- 3) **hi world**
- 4) **hi hi**

5) An exception is thrown at runtime.

Your Selected options :: none ✖

Correct Options :: 1

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27) Given classes defined in two different files:

```
1. package util;
2. public class BitUtils {
3. public static void process(byte[]) { /* more code here */ }
4. }
1. package app;
2. public class SomeApp {
3. public static void main(String[] args) {
4. byte[] bytes = new byte[256];
5. // insert code here
6. }
7. }
```

What is required at line 5 in class SomeApp to use the process method of BitUtils?

- 1) SomeApp cannot use methods in BitUtils.
- 2) util.BitUtils.process(bytes);
- 3) BitUtils.process(bytes);
- 4) process(bytes);
- 5) import util.BitUtils.*; process(bytes);

Your Selected options :: none ✖

Correct Options :: 2

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28) Which two code fragments correctly create and initialize a static array of int elements? (Choose two.)

- 1) static final int[] a = { 100,200 };
- 2) static final int[] a;
static { a=new int[2]; a[0]=100; a[1]=200; }
- 3) static final int[] a = new int[2]{ 100,200 };
- 4) static final int[] a;
static void init() { a = new int[3]; a[0]=100; a[1]=200; }

Your Selected options :: none ✖

Correct Options :: 1, 2

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29) class Test

```
{
    public static void main(String[] args)
    {
        Integer i=254;
        byte b=(byte)(int)i;
        System.out.println(b);
    }
}
```

what is the output of above program?

- 1) compile time error
- 2) Run time error
- 3) 254
- 4) -2
- 5) -1

Your Selected options :: none ✖

Correct Options :: 4

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- 30) A programmer is designing a class to encapsulate the information about an inventory item. A JavaBeans component is needed to do this. The InventoryItem class has private instance variables to store the item information:

10. *private int itemId;*
11. *private String name;*
12. *private String description;*

Which method signature follows the JavaBeans naming standards for modifying the itemId instance variable?

- 1) `mutateItemId(int itemId)`
- 2) `setItemId(int itemId)`
- 3) `update(int itemId)`
- 4) `itemID(int itemId)`
- 5) `updateItemID(int itemId)`

Your Selected options :: none ❌

Correct Options :: 2

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Total No.of Questions	:: 292
Total No.of Answered Questions	:: 0
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