1)Which of these class is superclass of every class in Java?

a) String class

**b) Object class**

c) Abstract class

d) ArrayList class

2) Which of these method of Object class can clone an object?

a) Objectcopy()

b) copy()

**c) Object clone()**

d) clone()

3) Which of these method of Object class is used to obtain class of an object at run time?

a) get()

b) void getclass()

**c) Class getclass()**

d) None of the mentioned

4) What will be the output of the following Java code?

class Output

{

public static void main(String args[])

{

Object obj = new Object();

System.out.print(obj.getclass());

}

}

a) Object

b) class Object

**c) class java.lang.Object**

d) Compilation Error

5) What is an object in Java?

a) static reference

b) template or blueprint

**c) instance of class**

d) None of above

6) How many characteristics Object has?

a) 2

**b) 3**

c) 5

d) 1

7) Which are the object characteristics?

a) State

b) Behavior

c) Identity

**d) All of above**

8) Which is the best definition of an object?

a) An object is a real-world entity

b) An object is a runtime entity

c) The object is an instance of a class

**d) All of above**

9) What is a class in Java?

a) static reference

**b) template or blueprint**

c) instance of class

d) None of above

10) A Java class can have

a) Fields and Methods

b) Constructors and Blocks

c) Nested class and interface

**d) All of above**

11) Variable of class type are also referred to as\_\_\_\_\_\_\_\_variables.

a) Orientation

b) Position

**c) Reference**

d) Indication

12) Using\_\_\_\_\_\_\_\_keyword, an object can be created.

a) Int

b) Float

**c) New**

d) Real

13) Operator\_\_\_\_\_\_\_\_allocates the memory for an object and returns the address of the object for later use.

a) Int

b) Float

**c) New**

d) Real

14) \_\_\_\_\_\_\_\_\_is the address of the memory location where the object is stored.

a) Memory

b) Variable

**c) Reference**

d) None of these

15) There is a special portion of memory called the\_\_\_\_\_\_where the objects live.

**a) Heap**

b) Pile

c) Stack

d) All of these

16) When an object is created, in addition to allocating memory, a special method called\_\_\_\_\_\_\_is executed to perform initial task.

a) Function

**b) Constructor**

c) Class

d) Method

17) An object can be created of type Room and assign its address to variable rl as\_\_\_\_\_\_\_

**a) rl = new Room();**

b) rl = Room() new;

c) rl = Class Room();

d) None of these

18) With empty parentheses without arguments, a default\_\_\_\_\_\_is called.

a) Function

**b) Constructor**

c) Class

d) Method

19) A\_\_\_\_\_\_initializes the attributes (variables) of the object using default values.

a) Function

**b) Constructor**

c) Class

d) Method

20) The\_\_\_\_\_\_can contain arguments that determine the initial values of variables.

a) Room

b) Brackets

**c) Parentheses**

d) Class

21) Observe the following Room r2 = new RoomO : - Variable r2 contains a\_\_\_\_\_\_or address of memory location where a new object is created.

a) Memory

b) Variable

**c) Reference**

d) None of these

22) The class determines only the\_\_\_\_\_\_\_of the variables.

**a) Types**

b) Collection

c) Location

d) Set

23) The actual\_\_\_\_\_\_\_\_is contained inside the individual objects and not in the class.

a) Information

**b) Data**

c) Collection

d) Variables

24) Every\_\_\_\_\_\_has its own set of data.

a) Class

b) Variable

c) Operator

**d) Object**

25) \_\_\_\_\_\_\_allocated different memory space to hold their data values.

a) Classes

b) Variables

c) Operators

**d) Objects**

26) In Java, when\_\_\_\_\_\_are no more needed, the memory is claimed back for reuse.

a) Classes

b) Variables

c) Operators

**d) Objects**

27) Java has a garbage collector that looks for unused\_\_\_\_\_\_and reclaims the memory that those objects are using.

**a) Objects**

b) Variables

c) Cells

d) Memory spaces

28) In Java, there is no requirement to do any explicit freeing of\_\_\_\_\_\_

a) Cells

b) Variables

**c) Memory**

d) Class

29) In Object-oriented programming (OOP) languages, creating an object is also called\_\_\_\_\_\_instantiation.

a) Class

**b) Object**

c) Inheritance

d) Polymorphism

30) \_\_\_\_\_for an object is created by allocating memory to store data for that object.

**a) Instance**

b) Example

c) Illustration

d) None of these