

Core Java – Paper-1

1. Which is default package for every java program?
 - a) java.default
 - b) java.io
 - c) java.util
 - d) java.lang

2. How many memories are there in java?
 - a) 4
 - b) 5
 - c) 3
 - d) 2
 - e) 1

3. A .class file contains?
 - a) Java code
 - b) Byte code
 - c) Assembly code
 - d) All the above

4. Using which operator we can create object in java?
 - a) create
 - b) open
 - c) new
 - d) start

5. Which variable take place in heap area?
- a) Instance variable
 - b) Static variable
 - c) Local variable
 - d) None
6. Which module is used to develop mobile applications?
- a) J2SE
 - b) J2EE
 - c) J2ME
 - d) All the above
7. A variable which is declared inside method, block and constructor is called?
- a) Instance variable
 - b) Local variable
 - c) Static variable
 - d) Reference variable
8. Who is responsible to create objects in java?
- a) Compiler
 - b) JVM
 - c) Container
 - d) User
9. Which class loader is used to load .class file to JVM?
- a) Application class loader
 - b) Extension class loader
 - c) Bootstrap class loader
 - d) None of the above

10. How many types of classes are there in java?
- a) Seven
 - b) Six
 - c) Five
 - d) One
 - e) Two
 - f) Three
11. Which module is used to develop Enterprises Applications?
- a) JSE
 - b) JEE
 - c) JME
 - d) All the above
12. Which import statement is highly recommended to use?
- a) Implicit class import
 - b) Static import
 - c) Explicit class import
 - d) Java import
13. Which import statement is used to call static members directly?
- a) Implicit class import
 - b) Static import
 - c) Explicit class import
 - d) Java import

14. Which class consider as base class for every java program?

- a) System
- b) Date
- c) Parent
- d) Object

15. What would be the output of below code?

```
for(;;)
{
    System.out.println("Hello");
}
```

- a) Compile Time Error
- b) Runtime Error
- c) Infinite Hello
- d) Hello

16. Which block is executed at the time of class loading?

- a) Instance block
- b) Static block
- c) Local block
- d) Reference block

17. Can we declare multiple classes in a java program?

- a) Yes
- b) No

18. Who is the responsible to destroy objects in java?

- a) Constructor
- b) Destructor
- c) JVM
- d) Garbage Collector

19. Which method is executed whenever we are trying to display object reference?

- a) toString()
- b) hashCode()
- c) reference()
- d) clone()

20. What are the valid methods of Object class?

- a) toString()
- b) hashCode()
- c) equals()
- d) notify()
- e) notifyAll()
- f) all the above

21. Using which methods we can call Garbage Collector?

- a) Runtime.getRuntime().gc();
- b) System.gc()
- c) Both a and b
- d) None of the above

22. Which is used to find and fix bugs in the java programs?

- a) JVM
- b) JRE
- c) JDK
- d) JDB

23. Which method is used to identify unique identification number of an object?

- a) unique()
- b) hashCode()
- c) distinct()
- d) identify()

24. What does the expression float a=35/0 return?

- a) 0
- b) Not a Number
- c) Compile time Error
- d) Runtime Error

25. Evaluate the following java expression if X=3, Y=5 and Z=10?

++Z + Y-Y + Z + X++

- a) 24
- b) 25
- c) 26
- d) 20

26. What will be the output of the following program?

```
public class Test
{
    public static void main(String[] args){
        int count=1;
        while(count<=15){
            System.out.println(count%2==1? "***":" +++");
            count++;
        }
    }
}
```

- a) 15 Times ***
- b) 15 Times +++
- c) 8 Times *** and 7 Times +++
- d) Both will print only once.

27. Which java tool is used to see the list of methods present in a class?

- a) javap tool
- b) javaw command
- c) javadoc tool
- d) javah command

28. Which of the following for loop declaration is not valid?

- a) `for(int i=99;i>=0;i/9)`
- b) `for(int i=7;i<=77;i+=7)`
- c) `for(int i=20;i>=2;--i)`
- d) `for(int i=2;i<=20;i=2*i)`

29. Which method is used to determine the name of a class?

- a) `intern()`
- b) `getName()`
- c) `getClass()`
- d) `toString()`

30. What do you mean by namesless objects?

- a) An object created by using new keyword
- b) An object without having any name but having a reference.
- c) An object that has no reference
- d) An object having name but not reference