

SCJP 考题库

Module 1-JAVA 基础

一、选择题：

Question 1

Given:

```
35. String #name = "Jane Doe";
36. int $age=24;
37. Double _height = 123.5;
38. double ~temp = 37.5;
```

Which two are true? (Choose two.)

- A. Line 35 will not compile.
- B. Line 36 will not compile.
- C. Line 37 will not compile.
- D. Line 38 will not compile.

Answer: AD 标识符以 字母，下划线，或者\$开始

Question 2

Given:

```
11. public class Test {
12.     public static void main(String [] args) {
13.         int x =5;
14.         boolean b1 = true;
15.         boolean b2 = false;
16.
17.         if((x==4) && !b2)
18.             System.out.print("1 ");
19.         System.out.print("2 ");
20.         if ((b2 = true) && b1)
21.             System.out.print("3");
22.     }
23. }
```

What is the result?

- A. 2
- B. 3
- C. 1 2
- D. 2 3
- E. 1 2 3
- F. Compilation fails.
- G. An exception is thrown at runtime.

Answer: D 注意 20 行，=为赋值，不要被骗

Question 3

Given:

```
42. public class ClassA {  
43.     public int getValue() {  
44.         int value=0;  
45.         boolean setting = true;  
46.         String title="Hello";  
47.         if (value || (setting && title == "Hello")) { return 1; }  
48.         if (value == 1 & title.equals("Hello")) { return 2; }  
49.     }  
50. }
```

And:

```
70. ClassA a = new ClassA();
```

```
71. a.getValue();  
What is the result?  
A. 1  
B. 2  
C. Compilation fails.  
D. The code runs with no output.  
E. An exception is thrown at runtime.
```

Answer: C 编译不通过，47行 value 为 int 类型不是 boolean

Question 4

Given:

```
11. public void testIfA() {  
12.     if(testIfB("True")) {  
13.         System.out.println("True");  
14.     } else {  
15.         System.out.println("Not true");  
16.     }  
17. }  
18. public Boolean testIfB(String str) {  
19.     return Boolean.valueOf(str);  
20. }
```

What is the result when method testIfA is invoked?

- A. True
- B. Not true
- C. An exception is thrown at runtime.
- D. Compilation fails because of an error at line 12.
- E. Compilation fails because of an error at line 19.

Answer: A 19行，如果 str 为 true 则返回 true，否则返回 false

Question 5

Given:

```
11. public static void main(String[] args) {  
12.     Integer i = new Integer(1) + new Integer(2);  
13.     switch(i) {  
14.         case 3: System.out.println("three"); break;  
15.     default: System.out.println("other"); break;  
16.    }  
17. }
```

What is the result?

- A. three
- B. other
- C. An exception is thrown at runtime.
- D. Compilation fails because of an error on line 12.
- E. Compilation fails because of an error on line 13.
- F. Compilation fails because of an error on line 15.

Answer: A 就是两个 Integer 类型相加

Question 6

Given:

```
11. public static void main(String[] args) {  
12.     String str = "null";  
13.     if (str == null) {  
14.         System.out.println("null");  
15.     } else (str.length() == 0) {
```

```
16.         System.out.println("zero");  
17.     } else {  
18.         System.out.println("some");  
19.     }  
20. }
```

'What is the result?

- A. null
- B. zero
- C. some
- D. Compilation fails.
- E. An exception is thrown at runtime.

Answer: D 这题真恶心 15 行少个 if

Question 7

Given:

```
10. int x=0;  
11. int y=10;  
12. do {  
13.     y--;  
14.     ++x;  
15. } while (x < 5);  
16. System.out.print(x + "," + y);
```



What is the result?

- A. 5, 6
- B. 5, 5
- C. 6, 5
- D. 6, 6

Answer: B (91, 82, 73, 64, 55) 没啥争议

Question 8

Given:

```
25. int x=12;  
26. while (x < 10) {  
27.     x--;  
28. }  
29. System.out.print(x);
```

What is the result?

- A. 0
- B. 10
- C. 12
- D. Line 29 will never be reached.

Answer: C 12>10, 所以直接跳出循环, 输出 x=12

Question 9
Given:
35. int x= 10;
36. do {
37. x--;
38. } while(x< 10);
How many times will line 37 be executed?
A. ten times
B. zero times
C. one to me times
D. more than ten times

3

Answer: D 死循环

Question 10

Given:

```
11. public static void main(String[] args) {  
12. for (int i=0;i<= 10;i++) {  
13. if( i>6) break;  
14. }  
15. System.out.println(i);  
16. }
```

What is the result?

- A. 6
- B. 7
- C. 10
- D. 11
- E. Compilation fails.
- F. An exception is thrown at runtime.

Answer: E 15行 i 超出了作用域

Question 11

Given:

```
55. int []x= {1, 2, 3, 4, 5};  
56. int y[] =x;  
57. System.out.println(y[2]);
```

Which is true?

- A. Line 57 will print the value 2.
- B. Line 57 will print the value 3.
- C. Compilation will fail because of an error in line 55.
- D. Compilation will fail because of an error in line 56.

Answer: B 没争议，考察数组下标是从 0 开始

Question 12

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

- A. static final int[] a = { 100,200 };
- B. static final int[] a;
static { a=new int[2]; a[0]=100; a[1]=200; }
- C. static final int[] a = new int[2] { 100,200 };
- D. static final int[] a;
static void init() { a = new int[3]; a[0]=100; a[1]=200; }

Answer: AB c 不能指定长度, d 不能在 init 方法中赋值, 要么在 static 代码块中

Question 13

Given:

```
11. public static void main(String[] args) {  
12. Object obj = new int[] { 1,2,3 };  
13. int[] someArray ↗ (int[])obj;  
14. for (int i: someArray) System.out.print(i + " ")  
15. }  
What is the result?  
A. 1 2 3  
B. Compilation fails because of an error in line 12.  
C. Compilation fails because of an error in line 13.
```

- D. Compilation fails because of an error in line 14.
E. A ClassCastException is thrown at runtime.

Answer: A 没争议, foreach 循环遍历数组

Question 14

Given:

```
11. String[] elements = { "for", "tea", "too" };  
12. String first = (elements.length > 0) ? elements[0] : null;
```

What is the result?

- A. Compilation fails.
- B. An exception is thrown at runtime.
- C. The variable first is set to null.
- D. The variable first is set to elements[0].

Answer: D

Question 15

Given:

```
10. public class Bar {  
11. static void foo(int...x) {  
12. // insert code here  
13. }  
14. }
```

Which two code fragments, inserted independently (独立的) at line 12, will allow the class to compile? (Choose two.)

- A. `foreach(x) System.out.println(z);`
- B. `for(int z : x) System.out.println(z);`
- C. `while(x.hasNext()) System.out.println(x.next());`
- D. `for(int i=0; i<x.length; i++) System.out.println(x[i]);`

Answer: BD x 相当于一个数组，a 明显错没有 foreach, c 中 x 没有 hasNext 方法

Question 16

A programmer (程序员) needs to create a logging method that can accept (接受) an arbitrary (随意任意) number of arguments. For example, it may be called in these ways:

```
logIt("log message 1 ");  
logIt("log message2", "log message3");  
logIt("log message4", "log message5", "log message6");  
Which declaration (说明) satisfies (符合) this requirement (需求) ?  
A. public void logIt(String * msgs)  
B. public void logIt(String [] msgs)  
C. public void logIt(String... msgs)  
D. public void logIt(String msg1, String msg2, String msg3)
```

Answer: C 可变长参数

Question 17

```
1. public class A {  
2.     public String doit(int x, int y) {  
3.         return "a";  
4.     }  
5.  
6.     public String doit(int... vals) {  
7.         return "b";  
8.     }  
9. }
```

5

Given:

```
25. A a=new A();  
26. System.out.println(a.doit(4, 5));
```

What is the result?

- A. Line 26 prints "a" to System.out.
- B. Line 26 prints "b" to System.out.
- C. An exception is thrown at line 26 at runtime.
- D. Compilation of class A will fail due to an error in line 6.

Answer: A 确定参数和可变长参数同时存在的时候，优先考虑确定参数的

Question 18

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 (假定) 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.)

- A. add public to the start of line 4 in Salmon.java
- B. add public to the start of line 4 in GrizzlyBear.java
- C. add import animals.mammals.*; at line 2 in Salmon.java
- D. add import animals.fish.*; at line 2 in GrizzlyBear.java
- E. add import animals.fish.Salmon.*; at line 2 in GrizzlyBear.java
- F. add import animals.mammals.GrizzlyBear.*; at line 2 in Salmon.java

Answer: AD 调用不同包下的类，要先导入，方法权限要设置成 public

Question 19

Given:

```
10. package com.sun.scjp;
11. public class Geodetics {
12.     public static final double DIAMETER = 12756.32; // kilometers
13. }
```

Which two correctly access (访问) the DIAMETER member of the Geodetics class?
(Choose two.)

- A. import com.sun.scjp.Geodetics;
- public class TerraCarta {
- public double halfway()
- { return Geodetics.DIAMETER/2.0; } }
- B. import static com.sun.scjp.Geodetics;

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```
public class TerraCarta {
    public double halfway() { return DIAMETER/2.0; } }
C. import static com.sun.scjp.Geodetics..*;
public class TerraCarta {
    public double halfway() { return DIAMETER/2.0; } }
D. package com.sun.scjp;
public class TerraCarta {
    public double halfway() { return DIAMETER/2.0; } }
```

Answer: AC b 中不能静态导入类, c 中静态导入类属性, 正确, d 访问错误很明显

Question 20

Given classes defined in two different files:

```
1. package util;
2. public class BitUtils {      ↗
3. private static void process(byte[] b) { }
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 (必需的) at line 5 in class SomeApp to use the process method

of BitUtils?

- A. process(bytes);
- B. BitUtils.process(bytes);
- C. app.BitUtils.process(bytes);
- D. util.BitUtils.process(bytes);
- E. import util.BitUtils.*; process(bytes);
- F. SomeApp cannot use the process method in BitUtils.

Answer: F 私有的，不能被访问

Question 21

Given a class Repetition (重复) :

```
1. package utils;
2.
3. public class Repetition {
4. public static String twice(String s) { return s + s; }
5. }
and given another class Demo:
1. // insert code here
2.
3. public class Demo {
4. public static void main(String[] args) {
5. System.out.println(twice("pizza"));
6. }
7. }
```

Which code should be inserted at line 1 of Demo.java to compile and run Demo to print "pizzapizza"?

- A. import utils.*;
- B. static import utils.*;

7

-
- C. import utils.Repetition.*;
 - D. static import utils.Repetition.*;
 - E. import utils.Repetition.twice();
 - F. import static utils.Repetition.twice;
 - G. static import utils.Repetition.twice;

Answer: F 静态导入

Question 22

Given:

```
1. package test;  
2.  
3. class Target {  
4.     public String name = "hello";  
5. }
```

What can directly (直接的) access and change the value of the variable
(变量) name?

- A. any class
- B. only the Target class
- C. any class in the test package
- D. any class that extends Target

Answer: C default 类的本包访问权限

Question 23

Given:

```
11. rbo = new ReallyBigObject();  
12. // more code here  
13. rbo = null;  
14. /* insert code here */
```

Which statement (语句) should be placed at line 14 to suggest (促成) that
the virtual machine (虚拟机) expend (消耗) effort (努力) toward recycling
(回收) the memory used by the object rbo?

- A. System.gc();
- B. Runtime.gc();
- C. System.freeMemory();
- D. Runtime.getRuntime().growHeap();
- E. Runtime.getRuntime().freeMemory();

Answer: A 题很简单。英语单词很烦

Question 24

Given:

```
11. class Snoochy {  
12.     Boochy booch; 爪子图标  
13.     public Snoochy() { booch = new Boochy(this); }  
14. }  
15.  
16. class Boochy {  
17.     Snoochy snooch;  
18.     public Boochy(Snoochy s) { snooch = s; }  
19. }
```

And the statements:

```
21. public static void main(String[] args) {  
22.     Snoochy snoog = new Snoochy();  
23.     snoog = null;
```

```
24. // more code here
25. }

Which statement is true about the objects referenced(引用) by snoog, snooch,
and booch immediately(即刻) after line 23 executes?
A. None of these objects are eligible for garbage collection(垃圾收集).
B. Only the object referenced by booch is eligible for garbage
collection.
C. Only the object referenced by snoog is eligible for garbage
collection.
D. Only the object referenced by snooch is eligible for garbage
collection.
E. The objects referenced by snooch and booch are eligible (符合) for
garbage collection.
```

Answer: E snoog->snooch 和 booch, 所以 s 和 b 应该被回收掉

Question 25

Given:

```
1. public class C {
2. private Object o;
3. private void doSomethingElse(Object obj) { o = obj; }
4. public void doSomething() {
5. Object o = new Object();
6. doSomethingElse(o);
7. o = new Object();
8. doSomethingElse(null);
9.o=null;
10. }
11. }
```

When the doSomething method is called, after which line does the Object
created in line 5 become available for garbage collection?

- A. Line 5
- B. Line 6
- C. Line 7
- D. Line 8
- E. Line 9
- F. Line 10

Answer: D 第二个 new 不会 new 新对象, 而还是以前的, 只是第 8 行的时候, o 才无效!

Question 26

Given:

```
11. public void genNumbers() {  
12.     ArrayList numbers = new ArrayList();  
13.     for (int i=0; i<10; i++) {  
14.         int value = i * ((int) Math.random());  
15.         Integer intObj = new Integer(value);  
16.         numbers.add(intObj);  
17.     }  
18.     System.out.println(numbers);  
19. }
```

Which line of code marks (标志) the earliest point that an object referenced by intObj becomes a candidate (替补) for garbage collection?

- A. Line 16
- B. Line 17

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- C. Line 18
- D. Line 19

E. The object is NOT a candidate for garbage collection.

Answer: D 方法结束后变量失效，表示可以被回收了

Question 27

Which two are true? (Choose two.)

- A. A finalizer may NOT be invoked explicitly (直接).
- B. The finalize method declared in class Object takes no action.
- C. super.finalize() is called implicitly (隐含) by any overriding finalize method.
- D. The finalize method for a given object will be called no more than once by the garbage collector.
- E. The order in which finalize will be called on two objects is based on the order in which the two objects became finalizable.

Answer: BD 稀里糊涂

Question 28

Given:

```
15. public class Yippee {  
16.     public static void main(String [] args) {  
17.         for(int x = 1; x < args.length; x++) {  
18.             System.out.print(args[x] +" ");  
19.         }  
20.     }  
21. }
```

and two separate command line invocations (两个独立的命令行执行) :

```
java Yippee  
java Yippee 1234
```

What is the result?

A. No output is produced (生产) .

```
123
```

B. No output is produced.

```
234
```

C. No output is produced.

```
1234
```

D. An exception is thrown at runtime.

```
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```

```
123
```

E. An exception is thrown at runtime.

```
234
```

F. An exception is thrown at rijntime.

```
1234
```

Answer: B 第一个没有参数不输出，第二个从数组下标为 1 的地方输出

Question 29

Given a correctly compiled class whose source code is:

```
1. package com.sun.sjcp;  
2. public class Commander {  
3.     public static void main(String[] args) {  
4.         // more code here  
5.     }  
6. }
```

Assume that the class file is located (位于) in /foo/com/sun/sjcp/, the current directory is /foo/, and that the classpath contains "."(current directory). Which command line correctly runs Commander?

- A. java Commander
- B. java com. sim. sjcp.Commander
- C. java com/sun/sjcp/Commander
- D. java -cp com.sun.sjcp Commander
- E. java -cp com/sun/sjcp Commander

Answer: B

Question 30

Given:

```
11. public class Commander {  
12.     public static void main(String[] args) {  
13.         String myProp = /* insert code here */  
14.         System.out.println(myProp);  
15.     }  
16. }
```

and the command line:

```
java -Dprop.custom=gobstopper Commander
```

Which two, placed on line 13, will produce the output gobstopper?
(Choose two.)

- A. System.load("prop.custom");
- B. System.getenv("prop.custom");
- C. System.property("prop.custom");
- D. System.getProperty("prop.custom");
- E. System.getProperties().getProperty("prop.custom");

Answer: DE 没接触过，硬背吧，从命令行获得属性

Question 31

A class games.cards.Poker is correctly defined in the jar file Poker.jar.

A user wants to execute the main method of Poker on a **UNIX system**
using the command: **java games.cards.Poker**

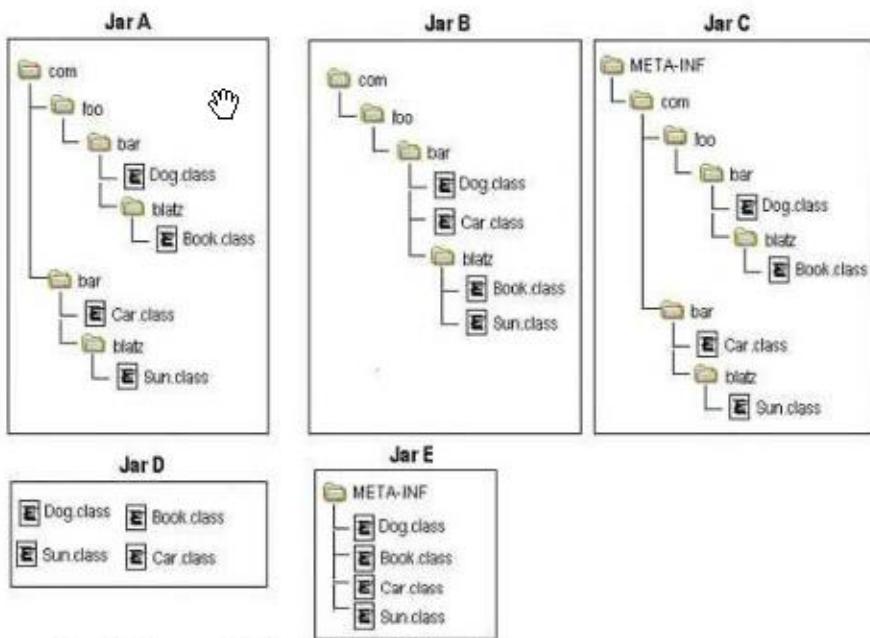
What allows the user to do this?

- A. put Poker.jar in directory /stuff/java, and set the CLASSPATH to include /stuff/java
- B. put Poker.jar in directory /stuff/java, and set the CLASSPATH to include /stuff/java/*.jar
- C. Put Poker.jar in directory /stuff/java, and set the CLASSPATH to include /stuff/java/Poker.jar
- D. put Poker.jar in directory /stuff/java/games/cards, and set the CLASSPATH to include /stuff/java
- E. put Poker.jar in directory /stuff/java/games/cards, and set the CLASSPATH to include /stuff/java/*.jar
- F. put Poker.jar in directory /stuff/java/games/cards, and set the CLASSPATH to include /stuff/java/Poker.jar

Answer: C 没接触过，意思就是将 jar 包放入 classpath，可以直接被执行，但是包的目录层次还是要体现出来的，死记硬背吧

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Question32



Given the fully-qualified (完全合格) class names:

`com.foo.bar.Dog`
`com.foo.bar.blatz.Book`
`com.bar.Car`
`com.bar.blatz.Sun`

Which graph (图) represents (表示) the correct directory structure (结构) for a JAR file from which those classes can be used by the compiler and JVM?

- A. Jar A
- B. Jar B
- C. Jar C
- D. Jar D
- E. Jar E

Answer: A 无争议就是 A

Question 33

A developer is creating a class Book that needs to access class Paper. The Paper class is deployed in a JAR named myLib.jar. Which three, taken independently (独立的), will allow the developer to use the Paper class

while compiling the Book class?

(Choose three.)

- A. The JAR file is located at \$JAVA_HOME/jre/classes/myLib.jar.
- B. The JAR file is located at \$JAVA_HOME/jre/lib/ext/myLib.jar.
- C. The JAR file is located at /foo/myLib.jar and a classpath Environment variable is set that includes /foo/myLib.jar/Paper.class.
- D. The JAR file is located at /foo/myLib.jar and a classpath environment (环境) variable is set that includes /foo/myLib.jar.

E. The JAR file is located at /foo/myLib.jar and the Book class is compiled using javac -cp /foo/myLib.jar/Paper Book.java.

F. The JAR file is located at /foo/myLib.jar and the Book class is compiled using javac -d /foo/myLib.jar Book.java.

G. The JAR file is located at /foo/myLib.jar and the Book class is compiled using javac -classpath /foo/myLib.jar Book.java.

Answer: BDG

Question 34

Given:

1. package com.company.application;
- 2.
3. public class MainClass {
4. public static void main(String[] args) { }
5. }

And MainClass exists in the /apps/com/company/application directory. Assume the CLASSPATH environment variable is set to "." (current directory). Which two java commands entered (输入) at the command line will run MainClass?

(Choose two.)

- A. java MainClass if run from the /apps directory
- B. java com.company.application.MainClass if run from the /apps directory
- C. java -classpath /apps com.company.application.MainClass if run from any directory
- D. java -classpath . MainClass if run from the /apps/com/company/application directory
- E. java -classpath /apps/com/company/application:. MainClass if run from the /apps directory
- F. java com.company.application.MainClass if run from the /apps/com/company/application directory

Answer: BC 无争议

Question 35

A UNIX user named Bob wants to replace (替换) his chess program with a new one, but he is not sure where the old one is installed. Bob is currently able to run a Java chess program starting from his home directory /home/bob using the command:
java -classpath /test:/home/bob/downloads/* .jar games.Chess
Bob's CLASSPATH is set (at login time) to:
/usr/lib:/home/bob/classes:/opt/java/lib:/opt/java/lib/* .jar
What is a possible location for the Chess.class file?
A. /test/Chess.class
B. /home/bob/Chess.class
C. /test/games/Chess.class
D. /usr/lib/games/Chess.class
E. /home/bob/games/Chess.class
F. inside jarfile /opt/java/lib/Games.jar (with a correct manifest)
G. inside jarfile /home/bob/downloads/Games.jar (with a correct manifest)

Answer: C 考察执行时的包层次，还有就是执行 jar 中类的时候，要指明 jar 包名，不能用 *.jar

Question 36

Given:

```
11. public class Counter {  
12. public static void main(String[] args) {  
13. int numArgs = /* insert code here */;  
14. }  
15. }
```

and the command line:

```
java Counter one fred 42
```

Which code, inserted at line 13, captures(截获) the number of arguments passed into the program?

- A. args.count
- B. args.length**
- C. args.count()
- D. args.length()
- E. args.getLength()

Answer: B 截获的是参数的长度，数组用 args.length, 没有 length ()

Question 37

Given:

```
12. public class Yippee2 {  
13.  
14. static public void main(String [] yahoo) { 可以颠倒  
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?

- A. a b
- B. b c**
- C. a b c
- D. Compilation fails.
- E. An exception is thrown at runtime.

Answer: B 没争议，之前有过类似题

Question 38

```
1. public class Test {  
2.     int x= 12;  
3.     public void method(int x) {  
4.         x+=x;  
5.         System.out.println(x);  
6.     }  
7. }
```

Given:

```
34. Test t = new Test();  
35. t.method(5);
```

What is the output from line 5 of the Test class?

- A. 5
- B. 10
- C. 12

- D. 17
- E. 24

Answer: B 没指定 `this`, 用的都是形参中的, $5+5=10$, 所以选 b

Question 39

Given the command line java Pass2 and:

```
15. public class Pass2 {  
16.     public void main(String [] args) {  
17.         int x=6;  
18.         Pass2 p = new Pass2();  
19.         p.doStuff(x);  
20.         System.out.print("main x=" + x);  
21.     }  
22.  
23.     void doStuff(int x) {  
24.         System.out.print(" doStuffx =" + x++);  
25.     }  
26. }
```

What is the result?

- A. Compilation fails.
- B. An exception is thrown at runtime.
- C. doStuffx = 6 main x = 6
- D. doStuffx = 6 main x = 7
- E. doStuffx = 7 main x = 6
- F. doStuffx = 7 main x = 7

Answer: B 垃圾题，草他大爷，主函数没有 static 关键字

Question 40

12. Given:

```
13. public class Pass {  
14.     public static void main(String [] args) {  
15.         int x=5;  
16.         Pass p = new Pass();  
17.         p.doStuff(x);  
18.         System.out.print("main x = " + x);  
19.     }  
20.  
21.     void doStuff(int x) {  
22.         System.out.print(" doStuffx =" + x++);  
23.     }  
24. }
```

What is the result?

- A. Compilation fails.
- B. An exception is thrown at runtime.
- C. doStuffx = 6 main x = 6
- D. doStuffx = 5 main x = 5
- E. doStuffx = 5 main x = 6
- F. doStuffx = 6 main x = 5

Answer: D 他大爷的，和上题一样的，就是加上了个 static，还 tm 改了个 x 的初始值，上题为 6，此题为 5，鄙视！

Question 41

```
22. public void go(){
```

```
23. String o = "";
24. z :
25. for(int x=0; x<3; x++) {
26.     for(int y=0; y<2; y++) {
27.         if(x == 1) break;
28.         if(x==2 && y==1) break z;
29.         o = o + x + y;
30.     }
31. }
32. System.out.println(o);
33. }
```

What is the result when the go() method is invoked?

- A. 00
- B. 0001
- C. 000120
- D. 00012021
- E. Compilation fails.
- F. An exception is thrown at runtime.

Answer: C `break z` 是跳到 `z` 的外面，直接执行下面的代码
程序流程如下：

x=0 :	y=0	y=1	
	o=00		o=0001
x=1			
	y=0	y=1	
	break		break
x=2	y=0	y=1	
	o=000120		跳到 z: 外面

二、拖拽题：

Question 1:

Place the correct Code in the Code Sample to achieve the expected results.

Expected results:

Output: 1 2 4 8 16 32

Code Sample

```
int [] y = { 1, 2, 4, 8, 16, 32 };
System.out.print("Output: ");
Place here
System.out.print(x);
System.out.print(" ");
}
```

Code

for(int x : y) {	for(int x=y[]) {
foreach (y as x) {	foreach (int x : y) {
for(int x=1, x=y[], x++) {	

Answer:

for(int x : y) {

考点: 用 **foreach** 循环遍历数组

Question 2:

Place code fragments into position so the output is: The quantity is 420



```
Place here    update(int quantity, int adjust) {
Place here
}

public void callUpdate() {
    int quant = 100;
Place here
    System.out.println("The quantity is " + quant);
}
```

Code Fragments

public int	quantity = quantity + adjust;	update(quantity, 320);
public void	quant = update(quantity, 320);	quantity = quantity + adjust; return quantity;

Answer:

```
public int update(int quantity, int adjust){  
    quantity = quantity + adjust;  
    return quantity;  
}  
public void update(){  
    int quant = 100;  
    quant = update(quant, 320);  
    System.out.println("The quantity is " + quant);  
}
```

Question 3:

The image at right represents a complete package structure for a set of classes: "com" is the beginning of the fully-qualified package name for all classes.

Given this package structure, insert the code needed to make the Car class compile and run successfully.

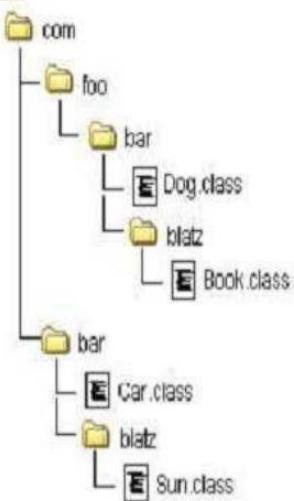
All three placeholders must be filled. If fewer than three statements are needed, use the "// blank" option.

place here

Place here

Place here

```
public class Car {  
    Book book;  
    Dog dog;  
}
```



```
import com.foo.bar.blatz.*;  
import com.bar.*;  
package com.bar;  
import com.foo.*;  
import com.foo.bar.*;
```

```
package com.foo.bar.blatz;  
import com.*;  
package com;  
// blank  
import com.foo.bar.Book;
```

Done

Answer:

```
package com.bar;  
import com.foo.bar.blatz.*;  
import com.foo.bar.*;  
public class Car{  
Book book;  
Dog dog;  
}
```

考点：包结构，和如何导包

Question 4:

Place the code elements in order so that the resulting Java source file will compile correctly, resulting in a class called com.sun.cert.AddressBook.

Source File	Code Element
1st	package com.sun.cert;
2nd	package com.sun.cer.*;
3rd	import java.util.*;
ArrayList entries; }	import java.*;

```
public class AddressBook{
```

```
public static class AddressBook {
```

Answer:

```
package com.sun.cert;
import java.util.*;
public class AddressBook{
ArrayList entries;
}
```

考点:类的组成结构

Question 5:

Given: public class Doubler {
 public static int doubleMe(Holder h) {
 return h.getAmount() * 2;
 }
}

and: public class Holder {
 int amount = 10;
 public void doubleAmount(){ amount = Doubler.doubleMe(this);}
 public int getAmount(){ return amount; }
 //more code here
}

Place the code fragments in position to reduce the coupling between Doubler and Holder.

```
public class Doubler {
    public static int doubleMe( [Place here] h ) {
        return [Place here] * 2;
    }
}

public class Holder {
    int amount = 10;
    public void doubleAmount(){ amount = Doubler.doubleMe( [Place here] );}
    public int getAmount(){ return amount; }
    //more code here
}
```

Code Fragments

void	Holder	int	Doubler
h.getAmount()	h	this	amount

Done

Answer:

```
public class Doubler{  
public static int doubleMe(int h){  
return h*2;  
}  
}  
public class Holder{  
int amount = 10;  
public void doubleAmount(){amount = Doubler.doubleMe(amount);}  
public int getAmount(){return amount;}  
}
```

注意单词: Place the code fragments(片段) in position(位置, 安置) to reduce the coupling(缩小耦合) between Doubler and Holder.