

What's the o/p

8 July

```
1) class A
{
    int x, y;
}
```

```
class T
{
    p s v m (String K [])
```

```
{
    A ob1 = new A();
    A ob2 = new A();
```

sopl (ob1.x);  $\Rightarrow 0$

sopl (ob1.y);  $\Rightarrow 0$

sopl (ob2.x);  $\Rightarrow 0$

sopl (ob2.y);  $\Rightarrow 0$

ob1.x = 10;

ob1.y = 20;

ob2.x = 30;

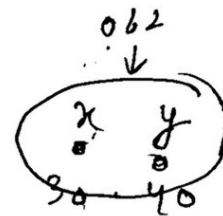
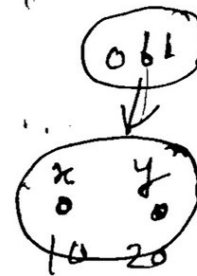
ob2.y = 40;

sopl (ob1.x);  $\Rightarrow 10$

sopl (ob1.y);  $\Rightarrow 20$

sopl (ob2.x);  $\Rightarrow 30$

sopl (ob2.y);  $\Rightarrow 40$



2)

```
class A
{
    int x, y;
}
```

```
class T
{
```

```
    public static void main (String k[])
```

```
{
```

```
    A ob1 = new A();
```

```
    A ob2 = ob1;
```

```
    ob1.x = 10;
```

```
    ob1.y = 20;
```

```
    System.out.println (ob1.x); // 10
```

```
    System.out.println (ob1.y); // 20
```

```
    System.out.println (ob2.x); // 10
```

```
    System.out.println (ob2.y); // 20
```

```
    ob2.x = 90;
```

```
    ob2.y = 120;
```

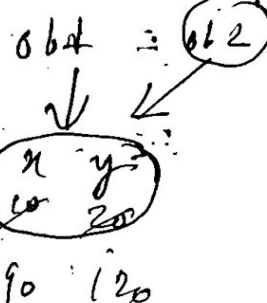
```
    System.out.println (ob1.x); // 90 ✓
```

```
    System.out.println (ob1.y); // 120 ✓
```

```
    System.out.println (ob2.x); // 90 ✓
```

```
    System.out.println (ob2.y); // 120 ✓
```

```
} }
```



```

3) class A
{
    int x, y;
}

```

```

class T
{

```

```

    p s v m (String k[])

```

```

}

A ob1 = new A();

```

```

A ob2 = new A();

```

```

A ob3;

```

```

sopl (ob1.x); // 0 ✓

```

```

sopl (ob1.y); // 0 ✓

```

```

sopl (ob2.x); // 0 ✓

```

```

sopl (ob2.y); // 0 ✓

```

```

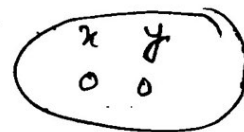
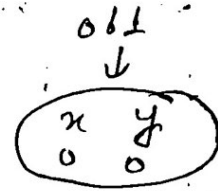
sopl (ob3.x);

```

```

sopl (ob3.y);

```



Null Pointer Exception is  
occured

4) class A

{

int x;

A Next;

}

class T

{

public static void m(String k)

{

A ob1 = new A();

A ob2 = new A();

A ob3 = new A();

ob1.x = 10;

ob2.x = 20;

ob3.x = 40;

System.out.println(ob1.x);

⇒ 10 ✓

System.out.println(ob2.x);

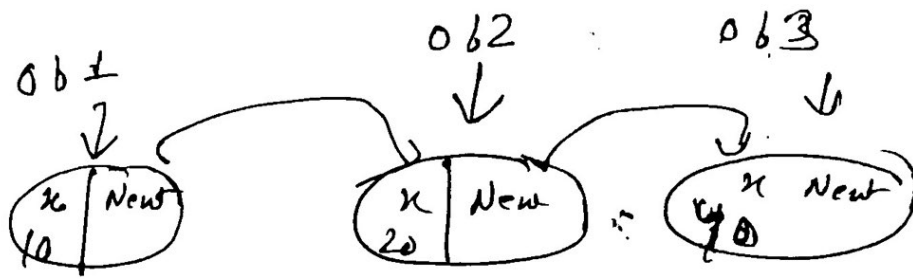
⇒ 20 ✓

System.out.println(ob3.x);

⇒ 40 ✓

ob1.Next = ob2;

ob2.Next = ob3;



$\text{sopt}(\text{obj2}, x); \Rightarrow 20$

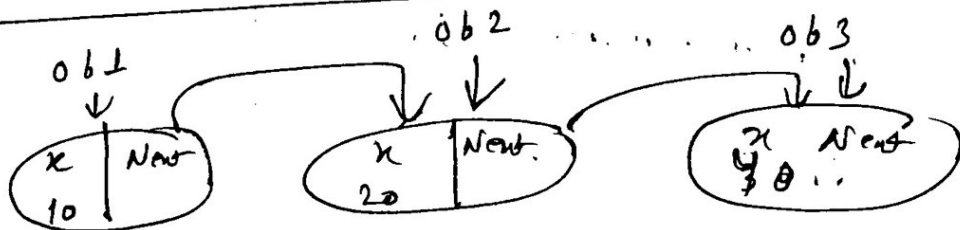
$\text{sopt}(\text{obj1}, \text{Next}, x); \Rightarrow \underline{20}$

$\text{sopt}(\text{obj3}, x); \Rightarrow 40$

$\text{sopt}(\text{obj2}, \text{Next}, x) \rightarrow 40$

$\text{sopt}(\text{obj1}, \text{Next}, \text{Next}, x); \rightarrow 40$

}



```

5) class A
{
    int x;
    A New;
}

```

```

class T
{
    p s v m (String K[])
}

```

```

A obj = new A();

```

```

obj.x = 40;

```

```

obj.New = new A();

```

```

obj.New.x = 20;

```

```

obj.New.New = new A();

```

```

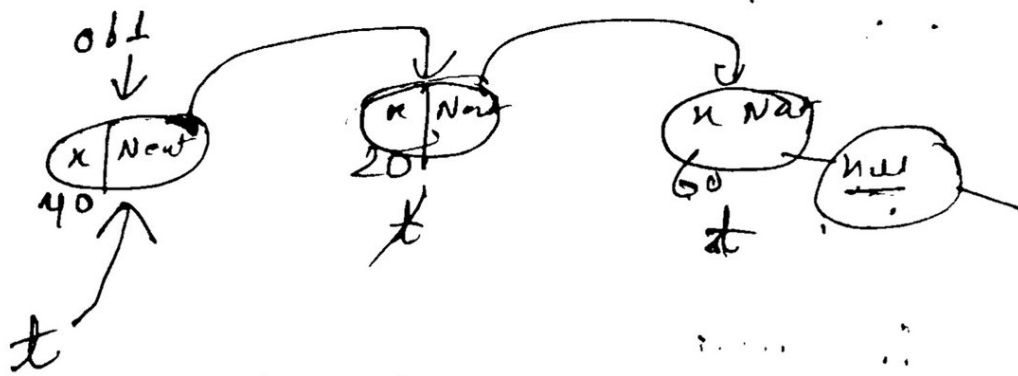
obj.New.New.x = 60;

```

```

A obj2 = obj;

```



while ( $t \neq \text{null}$ )

{

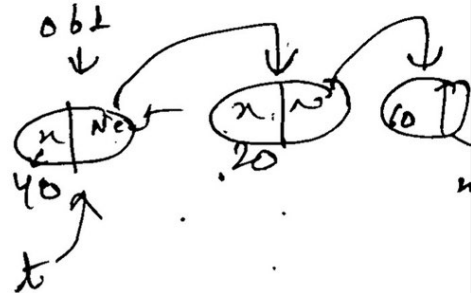
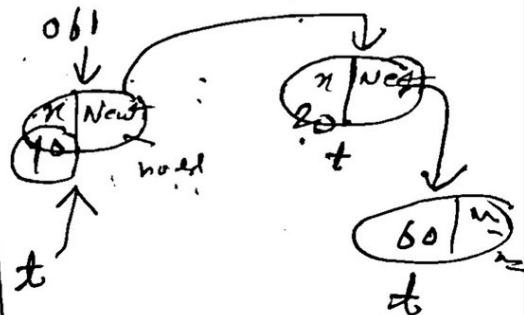
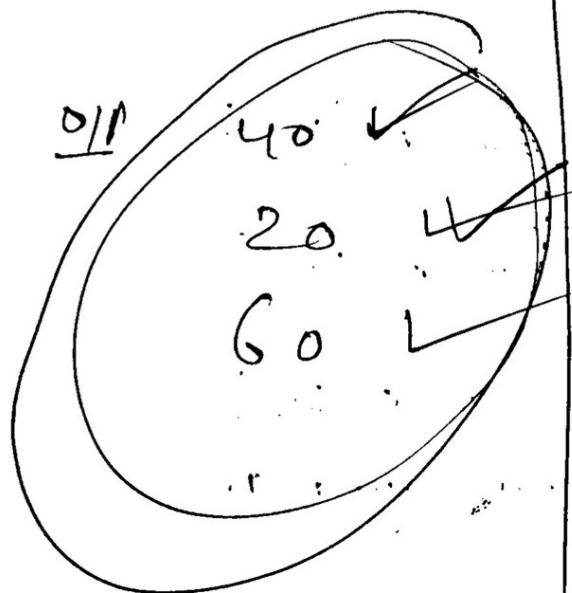
$\text{solve}(t \cdot \text{data})$

$t = t \cdot \text{Next}$

}

}

o/p



40 20 60

class A

int x;

A New;

A (int a)

⇒ Constructor

{  
x = a;

New = null;  
}

class T

{  
p s v m (String k [])

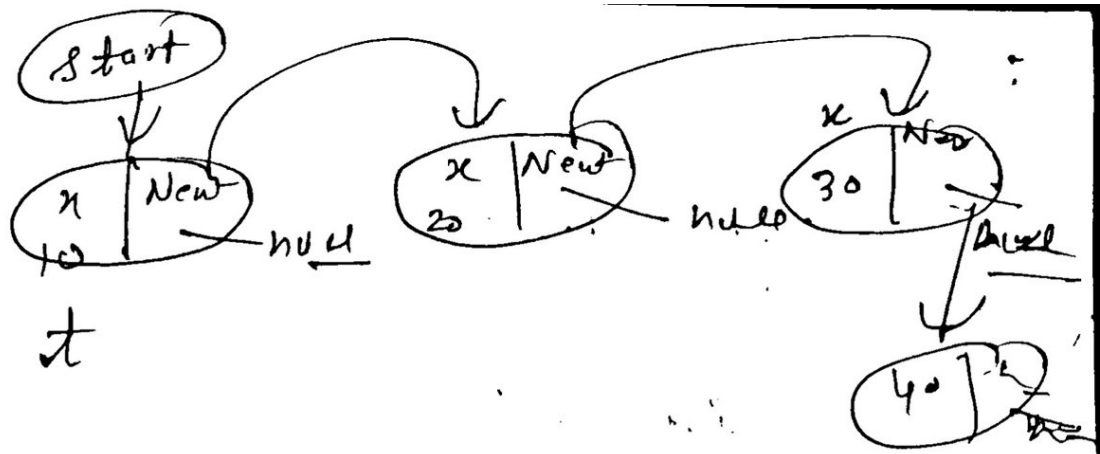
{  
A start = new A(10);

start.New = new A(20);

start.New.New = new A(30);

start.New.New.New = new A(40);





if  $x = \text{start}$ ;

while ( $x \neq \text{null}$ )

{  
   $\text{size} (x \cdot \text{next});$

$x = x \cdot \text{next};$

}

}

}

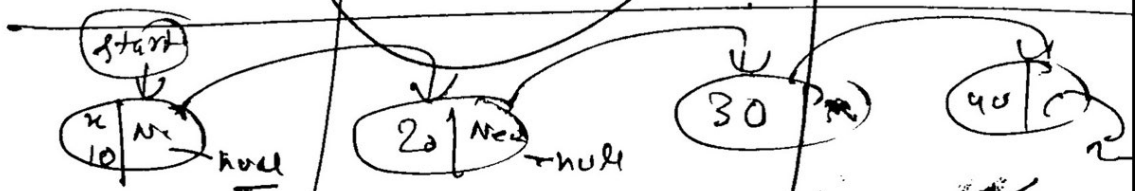
O/P

10

20

30

40



7)

```
class Node :
```

```
{
```

```
    int x;
```

```
    Node Next;
```

```
    Node (int a)
```

```
{
```

```
        x = a;
```

```
        Next = null;
```

```
}
```

```
class Link
```

```
{
```

```
    Node start = null;
```

```
    void insert (int P)
```

```
{
```

```
Node ptr = new Node(p);
```

```
if (start == null)
```

```
{  
    start = ptr;
```

```
}
```

```
else
```

```
{  
    Node t = start;
```

```
while (t != null t.Next != null)
```

```
{  
    t = t.Next;
```

```
}
```

```
ptr.Next = t; t.Next = ptr;
```

```
{
```

```
void disp()
```

```
}
```

```
if (start == null)
```

```
    sop("List is empty");
```

```
else {
```

```
Node t = start;
```

```
while (t != null)
```

```
{
```

```
    print(t.data);
```

```
    t = t.next;
```

```
}
```

```
}
```

```
}
```

```
class T
```

```
{
```

```
    print (String k())
```

```
}
```

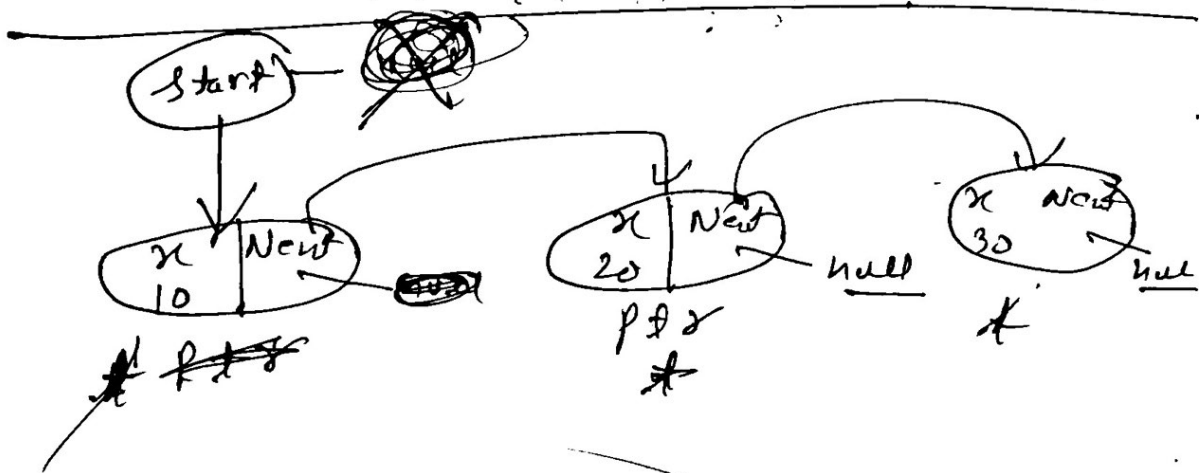
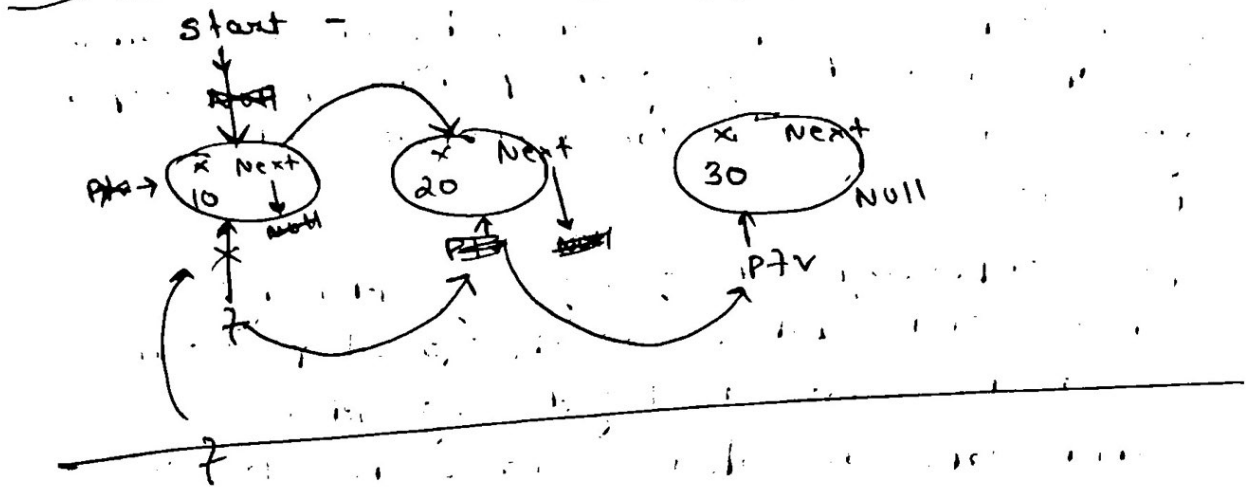
```
Link obj = new Link();
```

```
obj.insert(10);
```

```
obj.insert(20);
```

```
obj.insert(30);
```

obj.display();



O/P

