**Core java Assessment**

**Duration : 30 mins**

1. A program written in the Java programming language can run on any platform because..
   1. The JIT Compiler converts the Java program into machine equivalent
   2. **The JVM interprets the program for the native operating system**
   3. The Compiler is identical to a C++ compiler
   4. The APIs do all the work
2. Which of the following are true about JVM?
   1. JVM is an interpreter for byte code
   2. JVM is platform dependent
   3. Java programs are executed by the JVM
   4. **All the above is true**
3. ------------ allows a Java program to perform multiple activities in parallel.
   1. Java Beans
   2. Swing
   3. **Multithreading**
   4. None of the above.
4. The do.. while statement tests the loop continuation condition ----------------- it executes executing the loop’s body; hence, the body executes at least once.
   1. Before
   2. **After**
5. Which of the following are the benefits of using Package?
   1. **Prevents name space collision**
   2. To implement security of contained classes
   3. Better code library management
   4. To increase performance of your class
6. Which of the following is true regarding enum?
   1. Enum can be used inside methods.
   2. **Enum need not have a semicolon at the end**
   3. Enum can be only declared with public or default access specifier
   4. All the above are true
7. String objects are mutable and thus suitable to use if you need to append or insert characters into them.
   1. True
   2. **False**
8. Which of the following options enable parent class to avoid overriding of its methods
   1. Extends
   2. Override
   3. **Final**
9. Which of the following access specifier enables child class residing in different package to access parent class methods?
   1. Private
   2. **Public**
   3. Final
   4. Protected
10. Will this code throw a compilation error?

Interface sample

{

int x;

}

1. True
2. False
3. . All variables in an interface are:
   1. Constant instance variables
   2. **Static and final**
   3. Private static variable
4. If a display method accepts an integer array and returns nothing, is following call to display method is correct. Display({10,20,30,40,50});
   1. True
   2. **False**
5. All methods in java.uti.Arrays class are static (excluding Object class methods)
   1. **True**
   2. False
6. Consider the following code in main method : TreeSet map =new TreeSet(); map.add(“one”); map.add(“two”);map.add(“three”);map.add(“one”); map.add(“four”); Iterator it= map.iterator(); while(it.hasNext()) System.out.println(it.next()+” ”);
   1. Compilation fails
   2. Four three two one
   3. One two three four
   4. **Four one three two**
7. Which of the following statement are true for the given code?

public static void before(){

Set set = new TreeSet();

set.add(“2”);

set.add(3);

set.add(“1”);

Iterator it=set.iterator();

while(it.hasNext()){

System.out.println(it.next()+” “);

}

}

* 1. The before method will print 1 2
  2. The before method will print 1 2 3
  3. The before method will not compile
  4. **The before method will throw an exception at runtime**

1. If a method created to accept argument of List<Object>, then which of the following are valid options to pass? Ex: void printList(List<Object> list)
   1. List<Object>
   2. List<Integer>
   3. List<Float>
   4. **All of the above**
2. What is a buffer?
   1. **Section of memory used as a staging area for input or output data**
   2. Cable that connects a data source to the bus
   3. A file that contains binary data.
3. Can data flow through a given stream in both directions?
   1. Yes
   2. **No**
4. -------- is the name of the abstract base class for streams dealing with character input
   1. **Reader**
   2. StreamReader
   3. InputStreamReader
5. Why should one do Unit Testing?
   1. Helps to write code better
   2. **Provides immediate feedback on the code**
   3. Because it is one of the testing methods that has to be carried out.