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Completed o	· · · · · · · · · · · · · · · · · · ·			
Time take				
Mark	·			
Grad	93.33 out of 100.00			
Question 1 Complete				
Mark 1.00 out of 1.00				
	ving statements about the toString() method in wrapper classes are correct? a string representation of the wrapped value			
b. It cannot	be called on a wrapper object			
u. It always i	d. It always returns a hexadecimal representation of the value			
Question 2 Complete Mark 1.00 out of 1.00				
Which of the follo	wing are valid conversions using wrapper classes?			
🗸 a. Integer i =	Integer.valueOf("42");			
☑ b. Long l = L	ong.parseLong("1010", 2);			
c. Double d	= Double.valueOf("3.14");			
d. Character	c = Character.valueOf("c");			
Question 3 Complete Mark 0.50 out of 1.00				
Which statements	about autoboxing are correct?			
a. Java autor	natically converts a wrapper class object to its corresponding primitive type			
☐ b. Autoboxin	g is required for every primitive type conversion			
c. Autoboxin	g only works with integer types			
d. Java autor	natically converts a primitive type to its corresponding wrapper class			

3/25, 3:20 I	PM Quiz_03-March-2025: Attempt review
Question 4	L Company of the Comp
Complete	
Mark 1.00 c	out of 1.00
Which o	of the following are wrapper classes in Java?
✓ a.	Integer
b.	Double
□ c.	String
✓ d.	Boolean
Question 5	
Complete	
Mark 1.00 c	out of 1.00
What h	appens when using == to compare two wrapper objects?
✓ a.	It may return true for small cached values (-128 to 127)
✓ b.	It checks for reference equality
□ c.	It always compares the values inside the wrapper
☐ d.	It throws an exception
Question 6 Complete	
Mark 1.00 c	out of 1.00
Which	of the following statements about boxing and unboxing are true?
a.	Unboxing is always explicit
	Boxing automatically wraps a primitive into its corresponding wrapper class
✓ c.	Unboxing converts a wrapper object to its corresponding primitive
✓ d.	Java does not allow mixing boxed and unboxed values in expressions

	Question 7		
Complete	Complete Mark 1.00 out of 1.00		
IVIAIR 1.00 C			
What w	vill be the output of the following code?		
vviiat v	in be the output of the following code:		
Integer	a = 100;		
Integer	b = 100;		
System.	out.println(a == b);		
a.	Compilation error		
□ c.	Runtime exception		
d.	false		
Question 8			
Complete			
Mark 1.00 c	ut of 1.00		
Which r	nethod retrieves the primitive value from a wrapper object?		
✓ a.	booleanValue()		
	doubleValue()		
□ c.	parseValue()		
☑ d.	intValue()		
Question 9			
Complete			
Mark 1.00 c	ut of 1.00		
Which	statements about parseXxx() and valueOf() are true?		
a.	valueOf() can return a primitive if needed		
□ b.	parseXxx() and valueOf() always return the same type		
✓ c.	parseXxx() returns a primitive type		
✓ d.	valueOf() returns a wrapper object		

Question 1	0
Complete	
Mark 0.50 o	ut of 1.00
\M\hich s	statements about wrapper class immutability are true?
WITHCH	tatements about wrapper class ininitials inty are true:
a.	Wrapper objects use the same reference for all values
☑ b.	Wrapper objects allow direct value modifications
✓ c.	Wrapper objects cannot be modified once created
D d	A new object is created when changing the value
_ u.	The waspeer is created when changing the value
Question 1	1
Complete	
Mark 1.00 o	ut of 1.00
What a	re the primary purposes of wrapper classes?
□ a.	To enhance performance over primitive types
	To convert primitive types into objects
✓ c.	To provide utility functions for primitive types
☐ d.	To enable direct file operations
	•
Question 1	2
Complete	
Complete	
Complete Mark 1.00 o	
Complete Mark 1.00 o	ut of 1.00 are valid ways to create an Integer object?
Complete Mark 1.00 o Which a	ut of 1.00 are valid ways to create an Integer object? Integer i = new Integer(10);
Which a	ut of 1.00 are valid ways to create an Integer object? Integer i = new Integer(10); Integer i = Integer.valueOf(10);
Complete Mark 1.00 o Which a	ut of 1.00 are valid ways to create an Integer object? Integer i = new Integer(10);
Which a a. C.	ut of 1.00 are valid ways to create an Integer object? Integer i = new Integer(10); Integer i = Integer.valueOf(10);
Which a a. C.	ut of 1.00 are valid ways to create an Integer object? Integer i = new Integer(10); Integer i = Integer.valueOf(10); Integer i = Integer.toInteger(10);
Which a b. C. d.	Integer i = new Integer(10); Integer i = Integer.valueOf(10); Integer i = Integer.toInteger(10); Integer i = Integer.parseInteger(10);
Which a b. C. Question 1	Integer i = new Integer(10); Integer i = Integer.valueOf(10); Integer i = Integer.toInteger(10); Integer i = Integer.parseInteger(10);
Which a a. Complete d. Complete d. C. C. Complete d. C	Integer i = new Integer(10); Integer i = Integer.valueOf(10); Integer i = Integer.toInteger(10); Integer i = Integer.parseInteger(10); Integer i = Integer.parseInteger(10);
Which a b. C. Question 1	Integer i = new Integer(10); Integer i = Integer.valueOf(10); Integer i = Integer.toInteger(10); Integer i = Integer.parseInteger(10); Integer i = Integer.parseInteger(10);
Which a a. Complete d. Complete d. C. C. Complete d. C	Integer i = new Integer(10); Integer i = Integer.valueOf(10); Integer i = Integer.toInteger(10); Integer i = Integer.parseInteger(10); Integer i = Integer.parseInteger(10);
Which a a. C. C. d.	Integer i = new Integer(10); Integer i = Integer.valueOf(10); Integer i = Integer.toInteger(10); Integer i = Integer.parseInteger(10); Integer i = Integer.parseInteger(10);
Which a which a which which	Integer i = new Integer(10); Integer i = Integer.valueOf(10); Integer i = Integer.toInteger(10); Integer i = Integer.parseInteger(10); Integer i = Integer.parseInteger(10); Integer i = Integer.parseInteger(10); a ut of 1.00 constructor calls are valid for wrapper classes?
Which a which which which a a.	Integer i = new Integer (10); Integer i = Integer.valueOf(10); Integer i = Integer.toInteger(10); Integer i = Integer.parseInteger(10); Integer i = Integer.parseInteger(10); Integer i = Integer.parseInteger(10); Sometime of 1.00 Constructor calls are valid for wrapper classes? Float f = new Float(3.14f);
Which a which which which a a.	Integer i = new Integer(10); Integer i = Integer.valueOf(10); Integer i = Integer.valueOf(10); Integer i = Integer.parseInteger(10); Integer i = Integer.parseInteger(10); Integer i = Integer.parseInteger(10); Integer i = Integer.parseInteger(10); Integer i = Integer.parseInteger(10); Integer i = Integer.parseInteger(10); Integer i = Integer.parseInteger(10);
Which a which which which a a.	Integer i = new Integer (10); Integer i = Integer.valueOf(10); Integer i = Integer.toInteger(10); Integer i = Integer.parseInteger(10); Integer i = Integer.parseInteger(10); Integer i = Integer.parseInteger(10); Sometime of 1.00 Constructor calls are valid for wrapper classes? Float f = new Float(3.14f);

Complete Mark 1.00 out of 1.00	Question 14	
Mark 1.00 out of 1.00	Complete	
	Mark 1.00 out of 1.00	

Which statements about the Boolean wrapper class are true?

- a. It has a constructor that accepts a String
- ☑ b. Boolean.valueOf("true") returns true
- c. The Boolean class is mutable
- d. It supports parseBoolean() returning a wrapper

Question 15

Complete

Mark 1.00 out of 1.00

Which methods convert a string into a wrapper class instance?

- a. Integer.valueOf("123")
- ☑ b. Double.parseDouble("3.14")
- c. Character.parseChar("c")
- d. Boolean.valueOf("true")