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Rapid Start Guide For

**Sun exam CX310-065 Sun Certified Programmer for the
Java Platform, Standard Edition 6**



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The Fastest Way to IT Certification

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uCertify RapidStart for Sun Exam CX310-065

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Introduction

IT certification exams require a lot of study and practice. Many of our customers spend weeks, if not months preparing for the exam. It can be confusing and daunting to begin this rewarding journey. This book is intended to help you get started by answering smoothly navigate IT certification waters. Here is an overview of what you will find in this RapidStart guide.

- The typical IT certification process
- Benefits of this certification
- About this exam
- Exam pre-requisites
- Who should take this exam
- Sample practice questions
- Exam Preparation Tips
- Free Trial - Download uCertify PrepKit CX310-065
- And much more

Table of Contents

Introduction	4
Table of Contents	5
About Us	6
Getting Certified. Is it worth it?	6
The IT Certification Process	7
Registering for the exam	7
Scheduling the exam	7
Preparing for the exam	8
About Exam CX310-065	9
Registration	9
Skills Expected	9
Who should take this exam	14
Pre-Requisites	14
Exam Format	14
Sample Practice Questions	15
Answer and Explanation	21
Test Taking Tips	28
Before the test	28
The Big Day	28
Related Exam	29
About uCertify PrepKit	29
Preparing for the exam	31
Advantages of test preparation software	31
How uCertify can help	32
Top 3 reasons to choose uCertify	33
12 more excellent reasons to choose uCertify	33
Try it! Our free demo	34
Contact Us	34
What Our Customers are Saying	35
100% money back guarantee	36

About Us

uCertify is a leading provider of IT certification exam preparation software. For over a decade, we have been preparing top quality preparation guides for over 200 IT certification exams. Our software Preparation Kits (PrepKits, as we call them), contain exhaustive study material, tips, study notes and hundreds of practice questions that culminate in a full length simulated preparation exam.

Choose exams from vendors such as Microsoft, Oracle, CompTIA, SUN, CIW, EC-Council, ADOBE, CISCO, ITIL, IBM, LPI, and ISC-2. Authored by highly experienced and certified professionals, uCertify PrepKits not only guarantee your success at getting certified, but also equip you to truly understand the subject. As they say, "Successful people don't do different things, they do things differently." uCertify's preparation methodology will give you a competitive edge over others who may be paper certified but not qualified to use the skills on the job. We guarantee it! A customer pass rate of over 99%, is testimony to the success of our methodology.

Learn more about us at www.ucertify.com and www.prepengine.com, our smarter learning platform.

Getting Certified. Is it worth it?

IT certification is an industry wide, internationally standardized, highly recognized method that demonstrates your technical problem skills and expertise in a given area. By passing a certification exam, an individual shows to his current or potential employer that s/he recognizes the value of staying current with the latest technology. The certification process helps you gain market relevant skills culminating in an industry respected certificate in one or more areas offered for certification. While not all employers require certification, getting certified is tangible proof of your motivation and skills as an IT professional. Surveys consistently show that certified professionals earn more than their counterparts who do not have a formal certification. Most certified professionals have found that their financial investment in training and certification is paid off by gains in salary, job opportunities, or expanded roles, typically over a short period of time.

In addition, there are several perks provided by vendors to certified professionals.

The IT Certification Process

For most IT certifications, the process is to register for an exam that includes scheduling the date of your exam. Give yourself as much time as possible to prepare for the exam. Even a candidate with years of experience in the subject needs to get familiar with the exam format and be able to complete the questions within the stipulated time. Candidates not as familiar with the subject first need the time to study the subject, so plan in advance. Here's a high level overview of the process.

Registering for the exam

Each exam is conducted by a vendor or vendor testing partner for the exam. You will first need to register for the exam. For example, for the CX310-065 exam, you will need to register with [Prometric](#). When you register, you pay for the exam. IT certification exam prices vary from US \$200 or equivalent worldwide. Payment is made directly to the authorized test delivery partner - in this case, Pearson. Note that refund policies vary by testing delivery partner.

Scheduling the exam

Exams are to be scheduled directly with the testing partner, Prometric in this case.

Students may register in one of two ways: 1) by registering in person at a Prometric testing center or, 2) by calling Prometric at 800-755-3926; Please see link for the numbers in your appropriate regions:

America

<http://prometric.com/Sun/Americas.htm>

Asia Pacific

<http://prometric.com/Sun/APACIT.htm>

Europe, Middle East and Africa

<http://prometric.com/Sun/EMEAIT.htm>

Preparing for the exam

IT certification exams can be challenging to navigate. However, with professional guidance and plenty of practice, practice and yet more practice, thousands of candidates have successfully gained a certification. Please read section B for more information on preparing for the certification exam.

About Exam CX310-065

Sun Certified Programmer for the Java Platform, Standard Edition 6 (SCJP)

Sun's SCJP 6.0 test is the latest exam for the Sun Certified Java Programmer certification. It validates your understanding of the basic syntax and structure of the Java programming language and proves that you can create Java technology applications that run on server and desktop systems using Java SE 6. The older version test CX-310-055 is also available, which tests your knowledge on the Java 2 Platform 5.0. This is an entry-level test, which is a pre-requisite for various advanced level certifications such as the SCJD, SCBCD and SCWCD certifications.

- [Sun Certified Java Developer \(SCJD\)](#)
- [Sun Certified Business Component Developer\(SCBCD\)](#)
- [Sun Certified Web Component Developer\(SCWCD\)](#)

Registration

OMG exams can be registered and taken in Pearson Vue testing centers.

Name	Phone (US & Canada)	Phone (Other Countries)
Prometric Vue: http://www.prometric.com	877-378-8378	+1-952-681-3872

Skills Expected

SUN has specified more than twenty objectives for the Sun Certified Programmer for the Java Platform, Standard Edition 6, which are grouped under seven topics. Following are some important areas in which an individual should possess good knowledge before taking the Sun Certified Programmer for the Java Platform, Standard Edition 6: CX310-065.

Declarations, Initialization, and Scoping

- **Develop code that declares classes (including abstract and all forms of nested classes), interfaces, and enums, and includes the appropriate use of package and import statements (including static imports).**
- **Develop code that declares an interface. Develop code that implements or extends one or more interfaces. Develop code that declares an abstract class. Develop code that extends an abstract class.**
- **Develop code that declares, initializes, and uses primitives, arrays, enums, and objects as static, instance, and local variables. Also, use legal identifiers for variable names.**
- **Develop code that declares both static and non-static methods, and - if appropriate - use method names that adhere to the JavaBeans naming standards. Also develop code that declares and uses a variable-length argument list.**
- **Given a code example, determine if a method is correctly overriding or overloading another method, and identify legal return values (including covariant returns), for the method.**
- **Given a set of classes and superclasses, develop constructors for one or more of the classes. Given a class declaration, determine if a default constructor will be created, and if so, determine the behavior of that constructor. Given a nested or non-nested class listing, write code to instantiate the class.**

Flow Control

- **Develop code that implements all forms of loops and iterators, including the use of for, the enhanced for loop (for-each), do, while, labels, break, and continue; and explain the values taken by loop counter variables during and after loop execution.**
- **Develop code that implements an if or switch statement; and identify legal argument types for these statements.**
- **Develop code that makes use of assertions, and distinguish appropriate from inappropriate uses of assertions.**
- **Develop code that makes use of exceptions and exception handling clauses (try, catch, finally), and declares methods and overriding methods that throw exceptions.**

- **Recognize the effect of an exception arising at a specified point in a code fragment. Note that the exception may be a runtime exception, a checked exception, or an error.**
- **Recognize situations that will result in any of the following being thrown:
ArrayIndexOutOfBoundsException, ClassCastException, IllegalArgumentException, IllegalStateException, NullPointerException, NumberFormatException, AssertionError, ExceptionInInitializerError, StackOverflowError or NoClassDefFoundError. Understand which of these are thrown by the virtual machine and recognize situations in which others should be thrown programmatically.**

API Contents

- **Develop code that uses the primitive wrapper classes (such as Boolean, Character, Double, Integer, etc.), and/or autoboxing and unboxing. Discuss the differences between the String, StringBuilder, and StringBuffer classes.**
- **Given a scenario involving navigating file systems, reading from files, writing to files, or interacting with the user, develop the correct solution using the following classes (sometimes in combination), from java.io: BufferedReader, BufferedWriter, File, FileReader, FileWriter, PrintWriter, and Console.**
- **Develop code that serializes and/or de-serializes objects using the following APIs from java.io: DataInputStream, DataOutputStream, FileInputStream, FileOutputStream, ObjectInputStream, ObjectOutputStream and Serializable.**
- **Use standard J2SE APIs in the java.text package to correctly format or parse dates, numbers, and currency values for a specific locale; and, given a scenario, determine the appropriate methods to use if you want to use the default locale or a specific locale. Describe the purpose and use of the java.util.Locale class.**
- **Write code that uses standard J2SE APIs in the java.util and java.util.regex packages to format or parse strings or streams. For strings, write code that uses the Pattern and Matcher classes and the String.split method. Recognize and use regular expression patterns for matching (limited to: . (dot), * (star), + (plus), ?, \d, \s, \w, [], ()). The use of *, +,**

and ? will be limited to greedy quantifiers, and the parenthesis operator will only be used as a grouping mechanism, not for capturing content during matching. For streams, write code using the Formatter and Scanner classes and the `PrintWriter.format/print` methods. Recognize and use formatting parameters (limited to: `%b`, `%c`, `%d`, `%f`, `%s`) in format strings.

Concurrency

- **Write code to define, instantiate, and start new threads using both `java.lang.Thread` and `java.lang.Runnable`.**
- **Recognize the states in which a thread can exist, and identify ways in which a thread can transition from one state to another.**
- **Given a scenario, write code that makes appropriate use of object locking to protect static or instance variables from concurrent access problems.**
- **Given a scenario, write code that makes appropriate use of `wait`, `notify`, or `notifyAll`.**

OO Concepts

- **Develop code that implements tight encapsulation, loose coupling, and high cohesion in classes, and describe the benefits.**
- **Given a scenario, develop code that demonstrates the use of polymorphism. Further, determine when casting will be necessary and recognize compiler vs. runtime errors related to object reference casting.**
- **Explain the effect of modifiers on inheritance with respect to constructors, instance or static variables, and instance or static methods.**
- **Given a scenario, develop code that declares and/or invokes overloaded methods and code that declares and/or invokes superclass, or overloaded constructors.**
- **Develop code that implements "is-a" and/or "has-a" relationships.**

Collections / Generics

- **Given a design scenario, determine which collection classes and/or interfaces should be used to properly implement that design, including the use of the Comparable interface.**
- **Distinguish between correct and incorrect overrides of corresponding hashCode and equals methods, and explain the difference between == and the equals method.**
- **Write code that uses the generic versions of the Collections API, in particular, the Set, List, and Map interfaces and implementation classes. Recognize the limitations of the non-generic Collections API and how to refactor code to use the generic versions. Write code that uses the NavigableSet and NavigableMap interfaces.**
- **Develop code that makes proper use of type parameters in class/interface declarations, instance variables, method arguments, and return types; and write generic methods or methods that make use of wildcard types and understand the similarities and differences between these two approaches.**
- **Use capabilities in the java.util package to write code to manipulate a list by sorting, performing a binary search, or converting the list to an array. Use capabilities in the java.util package to write code to manipulate an array by sorting, performing a binary search, or converting the array to a list. Use the java.util.Comparator and java.lang.Comparable interfaces to affect the sorting of lists and arrays. Furthermore, recognize the effect of the "natural ordering" of primitive wrapper classes and java.lang.String on sorting.**

Fundamentals

- **Given a code example and a scenario, write code that uses the appropriate access modifiers, package declarations, and import statements to interact with (through access or inheritance) the code in the example.**
- **Given an example of a class and a command-line, determine the expected runtime behavior.**
- **Determine the effect upon object references and primitive values when they are passed into methods that perform assignments or other modifying operations on the parameters.**

- **Given a code example, recognize the point at which an object becomes eligible for garbage collection, determine what is and is not guaranteed by the garbage collection system, and recognize the behaviors of the `Object.finalize()` method.**
- **Given the fully-qualified name of a class that is deployed inside and/or outside a JAR file, construct the appropriate directory structure for that class. Given a code example and a classpath, determine whether the classpath will allow the code to compile successfully.**
- **Write code that correctly applies the appropriate operators including assignment operators (limited to: `=`, `+=`, `-=`), arithmetic operators (limited to: `+`, `-`, `*`, `/`, `%`, `++`, `--`), relational operators (limited to: `<`, `<=`, `>`, `>=`, `==`, `!=`), the `instanceof` operator, logical operators (limited to: `&`, `|`, `^`, `!`, `&&`, `||`), and the conditional operator (`? :`), to produce a desired result. Write code that determines the equality of two objects or two primitives.**

Who should take this exam

The Sun Certified Programmer for the Java Platform, Standard Edition 6 Exam is appropriate for developers who create mobile applications using Java technologies for cell phones or "smart" devices.

If you would like to know more about the Sun Certified Programmer for the Java Platform, Standard Edition 6 exam, please visit the

<http://in.sun.com/training/certification/java/scjp.xml>

Pre-Requisites

There is no pre-requisite for this exam, although it is recommended that you should have at least one year of experience.

Exam Format

This test consists of Multiple Choice and Drag and Drop questions. There are no Case study type questions. You will be required to attempt approximately 60 questions in 180 minutes. To pass, you need a score of 58.33%.

Sample Practice Questions

- Q 1.** Mark works as a Software Developer for GreenSolutions Inc. He writes the following code:

```
public class TestDemo
{
    public static void main(String[] args)
    {
        boolean b = false;
        if(b = true)
            System.out.println("true");
        else
            System.out.println("false");
    }
}
```

What is the output when Mark tries to execute the code?

- A. true
 - B. false
 - C. true false
 - D. Compilation fails.
- Q 2.** Which of the following statements are true about assertions?

Each correct answer represents a complete solution. Choose all that apply.

- A. Assertions can be enabled or disabled for a specified class.
- B. Assertions are enabled at runtime by default.
- C. Assertions can be enabled or disabled for a named package.
- D. If assertions are enabled or disabled for a particular package, then assertions are automatically enabled or disabled for the subpackages.

- E. If assertions are enabled or disabled for a particular class, then assertions are automatically enabled or disabled for the subclasses of the class.

Q 3. Pete works as an Application Developer for ABC Solutions Inc. He writes the following code:

```
public class Demo123{  
    public void test() throws ExceptionX{  
        throw new ExceptionX( );  
    }  
  
    public static void main(String[] args){  
        Demo123 d = new Demo123();  
        try{d.test();}  
        catch(ExceptionY ex)  
        {System.out.println("Y");}  
        finally{System.out.println("finally");}  
    }  
  
    }  
  
class ExceptionX extends Exception { }  
class ExceptionY extends ExceptionX { }
```

What is the output when Pete tries to compile and execute the code?

- A. A compilation error occurs.
- B. "Y" is printed in the output.
- C. "Y" "finally" is printed in the output.
- D. It runs successfully.
- Q 4.** Mark works as a Application Developer for XYZ Solutions Inc. He writes the following code:

```
public class ABC{  
    public static void main(String[] args  
        {
```



```
        ABC ab = new ABC();  
        ab.test(null);  
    }  
public void test(Integer val)  
    {  
        switch(val)  
        {  
            case 1:  
                System.out.println("Case 1");  
                break;  
            case 2:  
                System.out.println("Case 2");  
                break;  
            default:  
                System.out.println("Default");  
                break;  
        }  
    }  
}
```

What would be the output when Mark tries to compile and execute the code?

- A. NullPointerException is thrown.
- B. Case Default
- C. The compilation fails.
- D. Case 1
- E. Case 2

- Q 5.** Rachel develops an application using Java language. She declares a public class named myClass1 with the main method defined as follows:

```
public static void main(String args[])  
  
    {  
        System.out.println(args[0]);  
    }
```

She attempts to compile the class and run the application as:
java myClass1 HelloWorld

Which of the following options will occur as a result?

- A. Compile time error will occur stating that the main method is not correctly defined.
 - B. Run time error will occur stating that the main method is not correctly defined.
 - C. The application will compile successfully and the string 'java' will be displayed as the output.
 - D. The application will compile successfully and the string 'HelloWorld' will be displayed as the output.
- Q 6.** You develop a program that defines a private variable in its class. Which of the following properties are characteristics of the variable?

Each correct answer represents a complete solution. Choose all that apply.

- A. It can be read by an accessor only.
 - B. It can be written by a mutator only.
 - C. It can be directly accessed by a parent class.
 - D. It can be directly accessed by a subclass.
- Q 7.** Which of the following methods must be overridden while extending the Thread class to provide a thread's behavior?
- A. start()
 - B. begin()
 - C. run()
 - D. resume()
 - E. join()

Q 8. Which of the following methods are from the Object class?

Each correct answer represents a complete solution. Choose all that apply?

- A. wait()
- B. notifyAll()
- C. notify()
- D. sleep()
- E. join()
- F. yield()

Q 9. Mark works as a Programmer for InfoTech Inc. He develops a program that includes two classes, Book and Pages. Which of the following concepts can he use to implement a "has-a" relationship between the objects?

Each correct answer represents a complete solution. Choose all that apply.

- A. Composition
- B. Association
- C. Inheritance
- D. Aggregation

Q 10. Which of the following statements are true about constructors?

Each correct answer represents a complete solution. Choose all that apply?

- A. The compiler can call to super() in any constructor that has a call to this().
- B. If a constructor is not declared in the code, a default constructor will be automatically generated by the compiler.
- C. Constructors can be overridden.
- D. The compiler cannot call to super() in any constructor that has a call to this().

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<http://www.ucertify.com/exams/SUN/CX310-065.html>

Answer and Explanation

A1. Answer option A is correct.

The only legal expression in an if statement is a boolean expression or an expression that results in a boolean variable. In the above example, the value true is assigned to the variable x. The result of any assignment expression is the value of the variable following the assignment; hence, "true" will be the output.

The if-else statement is a conditional statement. It is used to execute a statement or group of statements based on some condition.

The general format of the statement is given below:

```
if(boolean_expression)  
    {statements;}  
else  
    {statements;}
```

The else clause is optional.

The following points must be noted about the if statement:

- The argument to the if statement must be a boolean expression.
 - If the argument evaluates to true, then the statements in the if-block are executed.
 - If the argument evaluates to false, then the statements in the else-block are executed.
- If the number of statements after the if clause is more than one, it is necessary to put them inside the curly braces. However, in case of a single statement, the curly braces are optional.

Answer options B, C, and D are incorrect. The given code snippet compiles successfully and displays true as output.

A2. Answer options A, C and D are correct.

Assertions can be enabled or disabled for a specified class or package. If assertions are enabled or disabled for a particular package, then assertions are enabled or disabled for the subpackages as well. An assertion is a statement that is assumed to be true during the execution of a program. It returns a boolean result. If the result is true, the code executes

normally and no other action takes place. This confirms that the assumed statement is true. If the result is false, an `AssertionError` is thrown. The assertion condition is tested using the `assert` keyword. The `assert` keyword has the following two forms:

- `assert assertCondition;`
Here, `assertCondition` is an expression that evaluates to a boolean expression.
- `assert assertCondition : exp;`
Here, an expression `exp` is passed to the `AssertionError` in case an error is thrown at runtime.

An assertion can be enabled or disabled for a class or a package during runtime as follows:

- `-da ClassName` or `-da PackageName`: This will disable the assertion for a class or a package respectively.
- `-ea ClassName` or `-ea PackageName`: This will enable the assertion for a class or a package respectively.

Answer options B and E are incorrect. Assertions are disabled at runtime by default. If assertions are enabled or disabled for a particular class, then assertions are not enabled or disabled for its subclasses.

A3. Answer option A is correct.

`ExceptionY` is a subclass of `ExceptionX`. A catch argument can catch the specified exception or any of its subtypes. In the above code, the catch block catches `ExceptionY`, and hence `ExceptionX`, which is the superclass of `ExceptionY`, is not caught and thus he gets a compile-time error.

Answer options B and D are incorrect. The catch block catches `ExceptionY` and not `ExceptionX`.

Answer option C is incorrect. If the catch block had caught `ExceptionX`, then option C would have been correct.

A4. Answer option A is correct.

When the switch statement is executed, first the Expression is evaluated. If the Expression evaluates to null, a `NullPointerException` is thrown.

Answer options B, C, D, and E are incorrect. The given code snippet will throw a `NullPointerException`; hence, these answer options are incorrect.

A5. Answer options A is correct.

In Java language, the input can be provided at the time of execution by using command line arguments. Command line arguments are parameters that are supplied to the application program at the time of invoking it for execution.

In this scenario args is declared as an array of strings. Any arguments provided in the command line, at the time of execution, are passed to the array args as its elements. The individual elements of an array can be accessed by using an index like args[j]. The value of j denotes the position of the element inside the array. The first command line argument passed at the time of execution will be stored at the first index position of the array args. Here HelloWorld will be stored as the first element of args. Hence the output of the statement:

```
System.out.println(args[0]);
```

will be 'HelloWorld'.

A6. Answer options A and B are correct.

An accessor method returns a value of a private member variable. It is used by the program to get the value of the variable so that the program can read its value. The accessor is also known as the getter method. If a private variable only has a getter method associated with it, the property is said to be read-only.

The mutator method is used to control changes of the private variable. It implements the principle of encapsulation. It takes the desired new value as a parameter, validates it, and modifies the private member variable. It is also known as setter. If a private variable only has a setter method associated with it, the property is said to be write-only.

Answer options C and D are incorrect. A subclass cannot access a private variable defined in a parent class. Moreover, a parent class cannot access private variables defined in the subclass.

A7. Answer option C is correct.

Threads can be created by extending Thread and overriding the public void run() method. The start() method starts the execution of the new thread and calls the run() method. The

start() method returns immediately and the new thread normally continues until the run() method returns.

The java.lang.Thread class is used to define a thread. The simplest way to create a thread by using the java.lang.Thread class is to take the following two steps:

1. Extend the java.lang.Thread class.
2. Override the run() method.

The extending class must override the run() method, which is the entry point of the new thread. The extending class calls the start() method to begin the execution of the new thread, as shown below:

class MyThread extends Thread

```
{  
    public void run()  
    {  
        System.out.println("thread running");  
    }  
}
```

The major limitation of this approach is that if Thread is extended, the programmer will not be able to extend anything else.

Answer options A, B, D, and E are incorrect. The run() method must be overridden while extending the Thread class to provide a thread's behavior. There is no such method as begin() in Java. The start() method belongs to the java.lang.Thread class. When a thread is instantiated, it is said to be in the newborn state until its start() method is called. The join() method is used to wait for a thread to terminate. The resume() method is used to start a suspended thread again.

A8. Answer options A, B, and C are correct.

The Object class has three methods, wait(), notify(), and notifyAll(). All three methods - wait(), notify(), and notifyAll() - must be called from within a synchronized context. A thread invokes wait(), notify(), or notifyAll() on a particular Object and the thread must currently hold the lock on that object.

The wait() method is final and belongs to the Object class. It provides a way for a shared object to pause a thread when it becomes unavailable to that thread. This method is called in the

synchronized context and can only be called on a thread when it holds a lock.

notify() is a method of the Object class. It causes a (randomly chosen) thread that is waiting for an object, to be moved from the waiting state to the ready state.

notifyAll is a method of the Object class. It causes all the threads that called the wait() method on the same object, to be moved from the waiting state to the ready state. The thread with the highest priority is executed first.

Answer options D, E, and F are incorrect. These answer options are incorrect since the methods sleep(), yield (), and join() are methods of the Thread class. The join() method is used to wait for a thread to terminate. The wait() method is final and belongs to the Object class. It provides a way for a shared object to pause a thread when it becomes unavailable to that thread. This method is called in the synchronized context and can only be called on a thread when it holds a lock. yield() is a static method of the Thread class. A call to the yield() method causes the currently executing thread to move to the Ready state if the scheduler is willing to run another thread in place of the yielding thread.

A9. Answer options A and B are correct.

The concepts composition and association are used to implement a "has-a" relationship between objects.

When one object is responsible for the lifecycle management of another object, this relationship is known as composition. Composition represents a "has-a" type relationship. Compositions are a critical building block of many basic data structures, including the tagged union, the linked list, and the binary tree, as well as the object used in object-oriented programming. In UML, composition is depicted as a filled diamond and a solid line. It always implies a multiplicity of 1 or 0..1, as no more than one object at a time can have lifetime responsibility for another object. In an "is a" relationship, the derived class is clearly a kind of the base class.

An association represents a relationship between classes. It represents a mechanism that allows objects to communicate with each other. It describes the connection between different classes.

Association can be unidirectional or bi-directional.

A unidirectional association implies that an object of the class from which the arrow is originating, i.e., the class that has the no-arrowhead side of the association may invoke methods on the class towards which the arrow is pointing.

A bi-directional association means that either object in the association may invoke methods on the other.

Answer option C is incorrect. The concept Inheritance is used to implement an "is-a" relationship between objects. In an "is-a" relationship, a class is derived from another class. In the given scenario, the class Pages will be inherited from the class Book to implement an "is-a" relationship.

Answer option D is incorrect. Aggregation is a type of association that specifies a whole/part relationship between the aggregate (whole) and a component part. It differs from composition in that it does not imply ownership. In composition, when the owning object is destroyed, so are the contained objects. Following are the characteristics of aggregation:

- It does not imply ownership.
- It is an asymmetric relationship.
- It is a transitive relationship.
- It implies stronger coupling behavior (copy, delete, etc.).

A10. Answer options B and D are correct.

If a constructor has a call to `this()`, the compiler will know that the constructor is not using the call to `super()`. A constructor can never have both a call to `super()` and a call to `this()` because one of these will be used as the first statement in the constructor. The compiler will not put a call to `super()` that is using a call to `this()`.

If a constructor is not declared in the code, a default constructor will be automatically generated by the compiler. A constructor without any parameters is known as a default constructor. When a class is defined without any constructor, the Java compiler provides an implicit default constructor. The implicit default constructor is equivalent to the following implementation:

```
class name(){  
  
    super();  
}
```

When the implicit default constructor of a class is invoked, it implicitly calls the no parameter constructor in the superclass. This action taken by a default constructor ensures that the inherited state of the object is initialized properly. In addition, it initializes all the instance variables in the object to the default value depending on their data type.

The default constructor of a class has the same access modifier with which the class has been declared. For example, the default constructor of a public class is implicitly given the public access. The default constructor of a protected class is implicitly given the protected access. The default constructor of a private class is implicitly given the private access. Otherwise, the default constructor has the default access implied by no access modifier.

Answer options A and C are incorrect. Constructors are never inherited, i.e., they cannot be overridden. The type of constructor in a superclass does not determine the type of default constructor. The subclass would not be able to override the superclass constructor. Constructors are not methods, and only instance methods can be overridden.

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Test Taking Tips

- As you start the test, be calm and read the question and ALL its options carefully even if you think you know the answer.
- If you are taking an adaptive test, REMEMBER you will not get a chance to change your answer once you move on, so be sure before you mark the answer. In a linear test, you will have a chance to change the answer.
- If you know the correct answer, attempt the question and move on. If you are not sure, still mark your best guess and move on. If it is a linear test, you should also bookmark the question so that you can return to it afterwards.
- Sometimes related questions help you get the right answers for the questions you were unsure of, so it is always a good idea to bookmark the question.
- If you are unsure of the correct answer, read all the options and eliminate the options that are obviously wrong. Then choose from the options left.
- Once you have finished answering all the questions, check the time left. If you have time, review the book marked questions.
- Never leave a question unanswered. All certification tests that we know are timed and count unanswered questions as wrong. If you don't have time, take a blind guess.

Before the test

- Be confident and relaxed.
- Sleep well the night before the exam.

The Big Day

It is advisable to arrive at the exam site at least 15 minutes before the exam is scheduled. Do not forget to bring two pieces of identification with you, one of which must be a photo I.D., such as a driver's license. You will be required to show the identification when you sign in at the test center. The center-in-charge will explain the examination rules that you will have to follow during the exam. Then, you will be asked to sign a document, which states that you fully understand and abide by the rules of the exam.

After you've signed in for the exam, you'll be directed into the exam room. Carrying anything into the room is strictly prohibited. You will be given a few blank pieces of paper and a pen upon entering the room. Once you complete the exam, your score will be tabulated and you will know immediately whether you passed or failed. If you fail an exam, you can retake it as soon as you are ready, even the same day. It is a good idea to note down all the difficult topics you faced during the exam and revise the study guides and other training material before retaking the exam. If you fail the same exam a second time, you must wait at least 14 days before you will be allowed to reschedule.

In case you have a problem regarding the process of testing, you can take help of the center-in-charge.

Related Exam

You may be interested in the following SUN Java Exams:

- [Sun Certified Web Component Developer for the Java Platform, Enterprise Edition 5](#)
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About uCertify PrepKit

Does the thought of a test send shivers down your spine? Rather walk on hot coals than take a test? Love to learn, but need help studying? If you want a simple, yet powerful studying tool for you or for your students that is available round the clock, then the uCertify PrepKit is your answer. uCertify preparation kits (PrepKits) cover all the objectives for the exams. The practice tests come with challenging practice questions with detailed explanations for the correct as well as incorrect answers. They also include “How Tos” Technical Articles, and Quiz to help you learn. In short, you get everything you need to become certified in your expertise domain. Each PrepKit is built on our proprietary platform called PrepEngine. uCertify PrepEngine

addresses all the requirement you have along with the preparation of exams. Here are few of the features of it:

- Simple
- User Friendly Interface
- Based on the philosophy of "Work smarter, not harder"
- Time saver
- Personalize learning style
- Customizable testing
- Supports all type of testing techniques

The SCJP 6.0 study material covers 100% objectives for Microsoft's SCJP 6.0 test, in accordance with actual exam pattern and question types. The CX310-065 practice test covers following exam essentials:

- Declarations, Initialization, and Scoping
- Flow Control
- API Contents
- Concurrency
- OOP Concepts
- Collections/Generics
- Fundamentals

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Preparing for the exam

You know what they say. Practice makes perfect. The same is true for certification exams. Be prepared to practice, practice, and then practice some more! We are not kidding. Certification exams are challenging. Vendors want to know if you have all the skills expected of someone who they are going to certify as being an expert in their field. However, practice alone is not enough. You need to know what to learn first and then practice the skills to help you completely understand and retain what you learned. You will need frequent feedback on your progress. What should you focus on? What are your areas of strength and weakness? Don't short change yourself. Invest the time to review your options and choose the one that best meets your needs. Then invest your time in practicing!

Preparing for a certification may seem daunting, but there's help. Classroom training, online courses and certification preparation software can all help. More and more candidates are choosing to go the self-paced route using the latter method. Wondering if a computer based training is right for you? Or if it has the same benefits as classroom learning? In our years of experience and student testimonials, we have proved the old adage "Good teaching is good teaching, no matter how it's done." Ever find yourself dozing during a classroom led training? Or wish the instructor would slow down or speed up? Does your instructor know your weak areas? Can s/he customize your preparation for the final exam based on what you know or don't know? Probably not. If you are self-motivated (which you probably are if you are reading this article), then computer-based preparation software may well be your answer, at a fraction of the cost of classroom training.

Advantages of test preparation software

A good test preparation tool will guide you through the steps required to pass a certification exam, starting from exam objectives to the final simulation exam that helps you determine if you are truly ready for the actual exam. Many combine step-by-step, guided learning with realistic exam simulation. The guided learning is critical to candidates unfamiliar with the subject or the exam. Test preparation software such as the award winning ones from uCertify, will help you get familiar with the exam format, the exam objectives, reference notes for each topic and dozens of practice questions that are key to passing the exam. Even professionals experienced in the area of certification

need to practice. Often, their problem is not the subject matter, it is the format of the exam or the time limits that stump them. Practice tests help you get familiarized with the types and format of questions you are likely to see on the exam. Using test preparation software will also force you to pay attention to time. How many questions can you answer in the stipulated time? It doesn't matter if you do know all the answers, what matters is that if you run out of time and have not answered the majority of the questions, you are not likely to pass. Test preparation software forces you to practice not just the subject material, but also practice budgeting time. Another big advantage of test preparation software is assessment. How else would you know what to practice?

Important: Not all test preparation software is equal. Weigh your choices carefully. Some factors to consider:

- What is the company's track record?

- Do they simply provide practice questions or actually help you learn the subject? This is critical when you need to apply the skills at your job.
- Quality of test questions - what is their pass rate?
- What is the user interface like? Is it conducive to effective studying? See if they have a free demo you can download.
- How many practice tests? Can you customize them to your level of knowledge, time, and more?
- How confident are they about their product? Many offer a 100% guarantee, but beware. Check the comparison at:

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How uCertify can help

IT certification exams require a lot of study and practice. Many of our customers spend weeks, if not months preparing for the exam. While most classroom training and certification Preparation software do a good job of providing practice questions, focus on learning is often missing. Our test preparation software (Prepkits, as we call them), not only help you pass the exam, they help you first learn the subject. This gives you the confidence to actually use the skills on the job, giving you a big edge over your competition. Our Prepkits bridge the gap between this booklet and the actual certification exam. Each of our carefully designed Prepkits contain exhaustive study material,

tips, study notes and hundreds of practice questions that culminate in a full length simulated preparation exam.

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- Numerous study aids, including study notes, flash cards, pop quizzes and more
- Learning and Test modes - switch easily between the two
- Useful Technical Articles section contains information written by industry experts and How To's that help for easy look up to specific questions
- Collaboration
- Exhaustive practice questions and tests, starting with Diagnostic tests to determine your initial level
- Customize your tests – decide how many questions, combine one or more topics of your choice, quiz yourself on a study note, increase the level of difficulty based on your performance at any point in time, even create a test based on the amount of time you have to take a test!

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uCertify wishes you the best of luck with your certification endeavors.

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