

| | |
|--------------|------------------------------------|
| Started on | Thursday, 31 October 2024, 3:59 AM |
| State | Finished |
| Completed on | Thursday, 31 October 2024, 4:28 AM |
| Time taken | 29 mins 50 secs |
| Marks | 29.50/30.00 |
| Grade | 9.83 out of 10.00 (98%) |

Question **1**

Complete

Mark 1.00 out of 1.00

Study the following Java code:

```
public final class Test {  
    void f() {  
        System.out.print(1);  
    }  
}  
class Test2 extends Test {  
    void f() {  
        System.out.print(2);  
    }  
}  
class Program {  
    public static void main (String[] args){  
        Test obj = new Test2();  
        obj.f();  
    }  
}
```

What is it's result?

Select one:

- ☒ a. Compile-time error
- ☐ b. 2
- ☐ c. None of the others
- ☐ d. 1

Question **2**

Complete

Mark 1.00 out of 1.00

Study the following code:

```
public class Test {  
    int x= 5;  
    int y=2;  
    public static void main (String[] args){  
        Test obj;  
        obj.x=10;  
        obj.y=20;  
        System.out.println(obj.x + obj.y);  
    }  
}
```

What is output?

Select one:

- ☒ a. Error
- ☐ b. 30
- ☐ c. 7
- ☐ d. None of the others

Question **3**

Complete

Mark 1.00 out of 1.00

Hiding internal data from the outside world, and accessing it only through publicly exposed methods is known as data

Select one:

- ☐ a. grouping
- ☐ b. specification
- ☐ c. aggregation
- ☒ d. encapsulation

Question **4**

Complete

Mark 0.50 out of 1.00

Inheritance implementations in OO languages support a way to

Select one or more:

- ☒ a. re-use codes.
- ☐ b. increase the cost of software development.
- ☒ c. reduce the cost of software development.
- ☒ d. cause more complexity in programming.

Question **5**

Complete

Mark 1.00 out of 1.00

Common behavior can be defined in a **superclass** and inherited into a **subclass** using the.....keyword.

A collection of methods with no implementation is called an

Select one:

- ☐ a. implements, abstract class
- ☐ b. extends, abstract class
- ☐ c. None of the others
- ☐ d. is, interface
- ☒ e. extends, interface

Question **6**

Complete

Mark 1.00 out of 1.00

Study the following declarations:

```
class A {  
    int x=5;  
    void MA() {}  
    void MA(int x) {}  
    void M() {}  
}  
class B extends A {  
    int y=6;  
    public void M(){  
        System.out.print(x +y);  
    }  
}
```

Select one:

- ☐ a. None of the others.
- ☐ b. Overriding method technique is used.
- ☐ c. The abstraction feature is used.
- ☐ d. Overloading method technique is used.
- ☒ e. Both overriding and overloading method techniques are used.

Question **7**

Complete

Mark 1.00 out of 1.00

Study the following code:

```
class A {  
    int x=5;  
    void M0 { System.out.print(x);}  
}  
class B extends A {  
    int y=6;  
    public void M0 { System.out.print(x +y ); }  
}  
class C extends B {  
    int z=2;  
    public void M0 { System.out.print(x +y+z ); }  
}
```

Code for using classes:

```
A obj= new C();  
obj.M0;
```

Select one:

- ☐ a. A compile-time error.
- ☐ b. None of the others.
- ☐ c. The output is 5
- ☒ d. The output is 13

Question **8**

Complete

Mark 1.00 out of 1.00

Study the following code:

```
class A {  
    int x=5;  
    void M0 { System.out.print(x);}  
}  
class B extends A {  
    int y=6;  
    public void M0 { System.out.print(x); }  
}  
class C {  
    int x=2;  
    public void M0 { System.out.print(x); }  
}
```

Code for using classes:

```
A obj= new C();  
obj.M0;
```

Select one:

- ☐ a. The output is 2
- ☐ b. None of the others.
- ☒ c. A compile-time error.
- ☐ d. The output is 5

Question **9**

Complete

Mark 1.00 out of 1.00

Study the following code:

```
public interface MyInterface {
```

```
    void M1(double x);
```

```
    void M2(int aValue) { System.out.println("Hi Mom " + aValue); }
```

```
}
```

Select one:

- ☐ a. This code will be compiled to the MyInterface.class file
- ☐ b. None of the others.
- ☐ c. This code will be compiled successfully.
- ☒ d. This code causes an error when it is compiled.

Question **10**

Complete

Mark 1.00 out of 1.00

Select correct declarations:

- (1) **interface MyInterface** {
 }
(2) **abstract class A** {
 void M1() { System.out.print("M1"); }
 void M2() { System.out.print("M2"); }
}
(3) **class B** {
 abstract void M1() { System.out.print("M1"); }
 void M2() { System.out.print("M2"); }
}

Select one or more:

- ☐ a. 3
☒ b. 1
☒ c. 2

Question **11**

Complete

Mark 1.00 out of 1.00

- (1) The **enum** declaration defines a *class* (called an *enum type*). The enum class body can include methods and other fields. So, it can contains constructors.
- (2) A nested class is a member of its enclosing class and, as such, has access to other members of the enclosing class, even if they are declared private.
- (3) Nested classe is a way of logically grouping classes that are only used in one place and it increases encapsulation.

Select one:

- ☒ a. true, true, true
- ☐ b. true, false, true
- ☐ c. false, false, true
- ☐ d. false, false, false
- ☐ e. false, true, true

Question **12**

Complete

Mark 1.00 out of 1.00

Study the following code:

```
public interface I1 {  
    void aMethod(int aValue){  
        System.out.println("Hi Mom");  
    }  
}
```

Select one:

- ☐ a. This code is invalid because the method aMethod does not access parameter.
- ☒ b. This code is invalid because the method aMethod must be prototype only.
- ☐ c. This code is valid.
- ☐ d. None of the others

Question **13**

Complete

Mark 1.00 out of 1.00

Study declarations:

(a)

```
public interface I1 {  
}
```

(b)

```
public interface I2 {  
    void m();  
}
```

The code (a) is ____, and (b) is ____

Select one:

- ☐ a. invalid, valid
- ☐ b. valid, invalid
- ☒ c. valid, valid
- ☐ d. invalid, invalid

Question **14**

Complete

Mark 1.00 out of 1.00

The ultimate ancestor of all Java classes is the class.

Select one:

- ☐ a. SuperClass
- ☐ b. Ancestor
- ☒ c. None of the others.
- ☐ d. Starter
- ☐ e. Class

Question **15**

Complete

Mark 1.00 out of 1.00

The `Object`'s `toString()` method returns a `String` representation of the object which is very useful for debugging. This string includes

Select one or more:

- ☐ a. a binary number
- ☒ b. the class name of the object
- ☐ c. a decimal number
- ☒ d. The @ symbol
- ☒ e. a hexadecimal number

Question **16**

Complete

Mark 1.00 out of 1.00

The java.lang.String class represents for astring of characters.

The java.lang.StringBuilder class represents for astring of characters.

Select one:

- ☒ a. immutable, dynamic modifiable
- ☐ b. modifiable, immutable
- ☐ c. immutable, fixed
- ☐ d. mutable, modifiable

Question **17**

Complete

Mark 1.00 out of 1.00

A wrapper class encapsulates a single value.

Wrapper classes support methods for

Select one:

- ☐ a. immutable, output data
- ☐ b. mutable, type conversion
- ☒ c. immutable, type conversion
- ☐ d. modifiable, input data

Question **18**

Complete

Mark 1.00 out of 1.00

The java.util package contains

Select one or more:

- ☐ a. the Thread class.
- ☒ b. common used classes such as Date, Calendar, Formatter, Timer
- ☒ c. API interfaces and classes of Java Collection framework.
- ☐ d. the Math class.

Question **19**

Complete

Mark 1.00 out of 1.00

What is the output of the following Java code:

// Suppose that all basic API were imported

.....

```
public static void main(String args[]) {  
    SortedSet<StringBuffer> s = new TreeSet<StringBuffer>();  
    s.add(new StringBuffer("Red"));  
    s.add(new StringBuffer("White"));  
    s.add(new StringBuffer("Blue"));  
    System.out.println(s.first());  
}
```

Select one:

- ☒ a. An exception is thrown.
- ☐ b. None of the others.
- ☐ c. Blue
- ☐ d. Red
- ☐ e. White

Question **20**

Complete

Mark 1.00 out of 1.00

With respect to the **java.io** package,

Theclass makes it easier to write platform-independent code that examines and manipulates files.

Theclass makes it easier to write platform-independent code that examines and manipulates directories.

Select one:

- ☒ a. File, File
- ☐ b. File, Files
- ☐ c. File, Directory
- ☐ d. File, Folder
- ☐ e. File, Dir

Question **21**

Complete

Mark 1.00 out of 1.00

What class should you use to read a few pieces of data that are at known positions and data-types in a file?

Select one:

- ☐ a. java.io.File
- ☐ b. java.io.FileInputStream
- ☐ c. java.io.PrintWriter
- ☐ d. java.io.FileOutputStream
- ☒ e. java.io.RandomAccessFile

Question **22**

Complete

Mark 1.00 out of 1.00

If you want to append data to the end of an existed text file, named **f1.txt** ? Show suitable declaration code you would use.

Select one:

- ☒ a. FileWriter writer = new FileWriter ("t1.txt", true);
- ☐ b. FileWriter writer = new FileWriter ("t1.txt");
- ☐ c. PrintWriter writer = new PrintWriter ("t1.txt");
- ☐ d. PrintWriter writer = new PrintWriter ("t1.txt", true);

Question **23**

Complete

Mark 1.00 out of 1.00

With respect to IO in Java, select correct statements.

- (1) Low-level binary streams will read/write byte-by-byte data from/to data sources.
- (2) High-level binary streams will read/write general-format data from/to data sources.
- (3) Reader/ Writer classes will read/write text from/to data sources.
- (4) Reader/ Writer classes will read/write binary number from/to data sources..

Select one:

- ☐ a. 1, 4
- ☐ b. 2, 4
- ☐ c. None of the others
- ☒ d. 1, 2, 3
- ☐ e. 1, 2, 4

Question **24**

Complete

Mark 1.00 out of 1.00

An *I/O Stream* represents an input source or an output destination. A stream can represent many different kinds of sources and destinations, including

Select one:

- ☒ a. All of the others.
- ☐ b. other programs
- ☐ c. devices
- ☐ d. disk files
- ☐ e. memory arrays

Question **25**

Complete

Mark 1.00 out of 1.00

Programs use *byte streams* to perform input and output of 8-bit bytes. All byte stream classes are descended from two abstract classes and

Select one:

- ☒ a. InputStream, OutputStream
- ☐ b. IStream, OStream
- ☐ c. ByteInputStream, ByteOutputStream
- ☐ d. None of the others.

Question **26**

Complete

Mark 1.00 out of 1.00

All character stream classes are descended from two abstract class, and

Select one:

- ☐ a. CharacterInputStream, CharacterOutputStream
- ☐ b. ReadCharacter, WriteCharacter
- ☒ c. Reader, Writer
- ☐ d. None of the others.

Question **27**

Complete

Mark 1.00 out of 1.00

..... is a line-oriented I/O class.

Select one or more:

- ☐ a. LineReader
- ☒ b. PrintWriter
- ☒ c. BufferedReader
- ☐ d. LineWriter

Question **28**

Complete

Mark 1.00 out of 1.00

Classes and interface must be used for working with object streams:

Select one or more:

- ☐ a. FileReader
- ☒ b. java.io.ObjectOutputStream
- ☒ c. java.io.Serializable
- ☒ d. java.io.ObjectInputStream
- ☐ e. FileWriter

Question **29**

Complete

Mark 1.00 out of 1.00

..... streams mainly support binary I/O of primitive data type values.

Select one:

- ☒ a. Data
- ☐ b. Character
- ☐ c. Object
- ☐ d. Binary

Question **30**

Complete

Mark 1.00 out of 1.00

A .class file contains

Select one:

- ☐ a. Machine codes
- ☒ b. Java bytecodes.
- ☐ c. CPU codes.
- ☐ d. Assembly codes

