J2EE/TCLD-01M/R12/01
Online Test
Instructor and Examiner:
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Test Results

surname	name	user	points
siraj	Sirajuddin Ahmed	siraj	23.000 (55%)

test: R-14 Core Java mock test 1

start time:	2011-12-21 09:29:42
end time:	2011-12-21 10:10:25
time:	00:40:43
test time [min]:	45
basic points:	1.000
points for wrong answer:	0.000
points for no answer:	0.000
max score:	42.000
correct:	23 (55%)

R-14 Core Java mock test 1

#	points	IP	start [hh:mm:ss]	end [hh:mm:ss]	time [mm:ss]	reaction [sec]
1 S	1.000	281473913979009	09:53:29	09:53:41	00:12	11.25

What is Java?

	1	An interactive website
	2	None of the above
+	3	An object-oriented programming language
	4	A type of coffee

2 S	1.000	281473913979009	09:50:45	09:51:03	00:18	18

What is an Applet ?

	1	An interactive website
+	2	A Java program that is run through a web browser
	3	Type of computer
	4	A type of fruit

3 S	1.000	281473913979009	09:44:33	09:44:38	00:05	4.5

Java runs on _____.

+	1	All of the Above
	2	Mac
	3	Unix/Linux
	4	Windows

4 S	0.000	281473913979009	09:43:34	09:43:53	00:19	18.562

What's the difference between an Applet and an application ?

	1	None of the above.
	2	Applets can paint words, applications cannot.
	3	Applets are run over the web.
-	4	An application is only available on Windows

5 S	1.000	281473913979009	09:44:38	09:44:49	00:11	10.953

What is the main function of any variable ?

	1	To print words on the screen
+	2	To keep track of data in the memory of the computer
	3	To add numbers together
	4	To write Java

6 S	1.000	281473913979009	09:24:43	09:54:02	29:19	21.25

What is the proper way to declare a variable ?

+	1	variableType variableName;
	2	variableName;
	3	variableType;
	4	variableName variableType;

7 S	1.000	281473913979009	09:31:03	09:31:09	00:06	4.843

Booleans are _____.

	1	Single characters
	2	Text
+	3	True or False
	4	All numbers

8 S	0.000	281473913979009	09:50:37	09:50:44	00:07	7.516

The following statements make “length” be what number ?
int length;
length = 4;
length ++;

	1	5
	2	4
	3	6
-	4	8

9 S	0.000	281473913979009	09:29:06	09:55:43	26:37	20.859

What is an assignment statement ?

	1	Assigning a multiplication
	2	Assigning a name to a variable
	3	Assigning a value to a variable
-	4	Adding a number to an int

10 S	0.000	281473913979009	09:46:22	09:47:55	01:33	92.156

What will be the value of “num” after the following statements?
int num;
num = (5+4);
num = num / 9;
num = 12;

-	1	1
	2	9
	3	0
	4	12

11 S	1.000	281473913979009	09:51:51	09:52:59	01:08	67.281

Which of the following means that in order for the conditional to happen, either x must be less than 3 or y must be greater than or equal to 4 ?

	1	if (x < 3 y >= 4)
+	2	if ((x < 3) || (y > = 4))
	3	if ((x > 3) || (y < = 4))
	4	if ((x < 3) && (y > 4))

12 S	0.000	281473913979009	09:52:59	10:10:25	17:26	19.859

What is essential in making sure that your loop is not infinite ?

	1	That there is a Boolean statement somewhere in your code
	2	That your Boolean statement will at some point be false
-	3	That your Boolean statement will at some point be true
	4	All of the above

13 S	1.000	281473913979009	09:45:50	09:46:22	00:32	32

What is the difference between private and public functions ?

	1	Public functions are free, you have to buy private ones
+	2	Public functions can be used by anyone, private can only be used by other code in the class you are writing
	3	Public functions are the only ones you can download
	4	Public functions can’t be used

14 S	1.000	281473913979009	09:27:33	10:07:01	39:28	22.797

What does AWT stands for ?

	1	Adjust Window Toolkit
	2	Advanced Window Toolkit
+	3	Abstract window Toolkit
	4	None of these

15 S	0.000	281473913979009	09:49:11	09:50:37	01:26	85.703

Why is the main() method special in a Java program?

	1	Every class must have a main() method.
	2	It is where the Java interpreter starts the whole program running.
	3	Only the main() method may create objects.
-	4	The main() method must be the only static method in a program.

16 S	0.000	281473913979009	09:26:22	09:27:33	01:11	69.266

Which of the following is the general scheme for a class definition:

-	1	class ClassName
		{
		public static void main (String[] args)
		{
		// entire program goes here
		
		}
		
		}

	2	Class ClassName
		{
		// Description of the instance variables.
		
		// Description of the constructors.
		
		// Description of the methods.
		}

	3	ClassName
		{
		// Description of the instance variables.
		
		// Description of the constructors.
		
		// Description of the methods.
		}

	4	class AclassName
		{
		// Description of the instance variables.
		
		// Description of the constructors.
		
		// Description of the methods.
		}

17 S	0.000	281473913979009	09:38:04	10:02:06	24:02	69.343

Here is the general syntax for method definition:

accessModifier returnType methodName(parameterList)
{
Java statements

return returnValue;
}

What is true for the accessModifier?

	1	It can be omitted, but if not omitted there are several choices, including private and public .
	2	The access modifier must agree with the type of the return value.
	3	It must always be private or public.
-	4	It can be omitted, but if not omitted it must be private or public.

18 S	1.000	281473913979009	09:44:49	09:45:50	01:01	60.047

When the access modifier is omitted from the definition of a member of a class (instance variable or method) the member has ..... ?

	1	public access.
	2	private access.
+	3	default access.
	4	univeral access.

19 S	1.000	281473913979009	09:51:03	09:51:51	00:48	47.828

Here is the general syntax for method definition:

accessModifier returnType methodName(parameterList)
{
Java statements

return returnValue;
}

What is true for the returnType and the returnValue?

	1	The returnValue can be any type, but will be automatically converted to returnType when the method returns to the caller.
+	2	The returnValue must be the same type as the returnType, or be of a type that can be converted to returnType without loss of information.
	3	If the returnType is void then the returnValue can be any type.
	4	The returnValue must be exactly the same type as the returnType.

20 S	1.000	281473913979009	09:39:08	09:39:16	00:08	6.859

What term is used for hiding the details of an object from the other parts of a program?

+	1	Encapsulation.
	2	Compilation.
	3	Obfustication.
	4	Data Mining.

21 S	1.000	281473913979009	09:29:40	09:56:38	26:58	54.344

What is the effect of giving a class member private access?

	1	When a member of a class is declared private there will be only one instance of it, no matter how many objects are instantiated.
	2	When a member of a class is declared private it can only be used by other private members of other classes.

+	3	When a member of a class is declared private it can be used only in methods that are members of that class.
	4	When a member of a class is declared private it can be used in only one place in a program.

22 S	0.000	281473913979009	09:39:16	10:03:26	24:10	15.953

Methods of a class that are used by "outsiders" to access private (and other) data of the class are called...

	1	Access methods.
	2	Public methods.
	3	Member methods.
-	4	Private methods.

23 S	1.000	281473913979009	09:43:53	10:07:37	23:44	35.422

What will happen if a main() method of a "testing" class tries to access a private instance variable of an object using dot notation?

	1	The program will compile and run successfully.
	2	The program will compile successfully, but the .class file will not run correctly.
	3	The compiler will automatically change the private variable to a public variable.
+	4	The compiler will find the error and will not make a .class file.

24 S	1.000	281473913979009	09:32:22	09:32:34	00:12	11.125

What access modifier explicitly says that a method or variable of an object can be accessed by code outside of the object?

	1	private
+	2	public
	3	default
	4	static

25 S	1.000	281473913979009	09:27:43	09:28:28	00:45	44.359

Which of the following are true about a Java source code file?

+	1	It must end with the .java extension.
	2	It must take the name of a class or interface that is declared within it.
	3	It must contain at least one public class or interface.
	4	It must begin with a package statement.

26 S	0.000	281473913979009	09:30:36	09:31:03	00:27	27.187

What attributes do all real world objects have?

	1	Objects have size and weight.
	2	Objects have identity, state, and behavior.
	3	Objects have existence.
-	4	Objects have state and behavior.

27 S	1.000	281473913979009	09:28:28	09:55:22	26:54	33.547

When you run a Java application by typing java someClass what is the first method that starts?

+	1	The main() method of someClass.
	2	The run() method someClass.
	3	The applet method.
	4	The someClass method.

28 S	0.000	281473913979009	09:25:40	09:26:22	00:42	41.454

What is a class?

-	1	A class is a section of the hard disk reserved for object oriented programs.
	2	A class is a description of a kind of object.
	3	A class is a section of computer memory containing objects.
	4	A class is the part of an object that contains the variables.

29 S	1.000	281473913979009	09:48:53	09:49:11	00:18	16.703

What is another name for creating an object?

+	1	instantiation
	2	insubordination
	3	inheritance
	4	initialization

30 S	0.000	281473913979009	09:32:59	10:00:13	27:14	61.078

What are the static variables and methods of a class?

-	1	Variables and methods that belong only the objects of that class.
	2	Variables and methods that are part of the class definition, but not of its objects.
	3	Variables and methods that form the foundation of each object of that class.
	4	Variables and methods that belong to all objects in the computer system.

31 S	1.000	281473913979009	09:47:55	09:48:31	00:36	33.25

Which of the following invokes the method length() of the object str and stores the result in val?

	1	val = length().str ;
+	2	val = str.length() ;
	3	val = length.str() ;
	4	val = length(str) ;

32 S	0.000	281473913979009	09:37:21	09:38:04	00:43	42.812

Which of the following is correct?

	1	String alpha = "Hello Quiz!" ;
	2	String = "Hello Quiz!" ;
	3	String alpha = new "Hello Quiz!" ;
-	4	String alpha("Hello Quiz!") ;

33 S	0.000	281473913979009	09:34:48	09:37:21	02:33	151.875

Examine the following declarations:

```
int area;
String name;
```

Which of the following is true?

	1	area is a primitive variable, and name is a reference variable.
	2	both are primitive variables
	3	area is a reference variable, and name is a primitive variable.
-	4	both are reference variables

34 S	1.000	281473913979009	09:40:18	09:42:44	02:26	145.469

Examine the following section of code:

```
int area;
String name;
```

How many objects have been created?

	1	Two---one for each type.
	2	Two---one for each variable.
+	3	None---there is one object reference variable, but no objects yet.
	4	One---there is one object reference variable so there must be one object.

35 S	0.000	281473913979009	09:34:29	09:34:48	00:19	18.922

Examine the following section of code:

```
String strA;
String strB = new String("Cheese");
```

How many objects have been created?

	1	three
	2	one
	3	zero
-	4	two

36 S	1.000	281473913979009	09:38:32	10:02:57	24:25	51.234

What is written to the monitor by the following section of code:

```
String strA;
String strB = new String("Cheese");

System.out.print ( strB );
strA = new String(" Whizz");
System.out.println( strA );
```

	1	Cheese
	2	Whizz
	3	Whizz Cheese
+	4	Cheese Whizz

37 S	0.000	281473913979009	09:42:44	10:04:20	21:36	45.75

What is written to the monitor by the following section of code:

```
String strA = new String("Roasted ");
String strB = new String("Acorns ");

strA = strB;
System.out.print ( strA );
System.out.println( strB );
```

	1	Acorns Roasted
-	2	Roasted Acorns
	3	Acorns Acorns
	4	Roasted Roasted

38 S	0.000	281473913979009	09:31:09	09:32:22	01:13	73.5

What is written to the monitor by the following section of code:

```
String strA = new String("Roasted ");
String strB = new String("Acorns ");

strA = strB;
if ( strA == strB )
system.out.println("Two copies of a reference.");
else
system.out.println("Two different references.");
```

	1	Two copies of a reference.
-	2	Two different references.
	3	Roasted Acorn references.
	4	Two copies of a reference. Two different references.

39 S	0.000	281473913979009	09:43:31	10:06:29	22:58	74.735

Examine the following section of code:

```
String strA = new String("Roasted ");
String strB = new String("Acorns ");

strA = strB;
```

How many objects have been created? After the last statement has executed, how many objects are now accessible (don't count garbage)?

-	1	created: 2 now accessible: 2
	2	created: 1 now accessible: 1
	3	created: 0 now accessible: 0
	4	created: 2 now accessible: 1

40 S	0.000	281473913979009	09:32:34	09:59:12	26:38	88.234

Examine the following section of code:

```
String strA = new String("Roasted ");
strA = new String("Toasted ");
strA = new String("Fried ");
strA = new String("Baked ");
strA = new String("Beans ");
```

How many objects (total) are created? After the last statement has executed, how many objects are now accessible (don't count garbage)?

	1	created: 1 now accessible: 1
-	2	created: 5 now accessible: 5
	3	This section of code is incorrect.
	4	created: 5 now accessible: 1

41 S	1.000	281473913979009	09:48:31	10:09:26	20:55	26.141

Examine the following section of code:

```
String strA = new String("Roasted ");
String strB = new String("Toasted ");
String strC = new String("Fried ");
String strD = new String("Baked ");
String strE = new String("Beans ");
```

How many objects (total) are created? After the last statement has executed, how many objects are now accessible (don't count garbage)?

+	1	created: 5 now accessible: 5
	2	created: 5 now accessible: 1
	3	created: 1 now accessible: 1
	4	This section of code is incorrect.

42 S	1.000	281473913979009	09:43:28	10:05:14	21:46	53.063

Examine the following section of code:

```
String strA = new String("Roasted ");
String strB = strA;
String strC = strA;
String strD = strA;
String strE = strA;
```

How many objects (total) are created? After the last statement has executed, how many objects are now accessible (don't count garbage)?

	1	created: 5 now accessible: 5
	2	This section of code is incorrect.
+	3	created: 1 now accessible: 1
	4	created: 5 now accessible: 1

topics

points	correct points	module correct	topic
23 / 42 (55%)	**23 / 42 (55%)**	**Core Java**	
	9 / 14 (64%)	9 / 14 (64%)	general
	14 / 28 (50%)	14 / 28 (50%)	Class and Objects 4-1