Java.util – More Utility Classes

1 – Java Random Number

1. Which class is used to generate random number?

a) java.lang.Object

b) java.util.randomNumber

c) java.util.Random

d) java.util.Object

Answer: c

Explanation: java.util.random class is used to generate random numbers in java program.

2. Which method is used to generate boolean random values in java?

a) nextBoolean()

b) randomBoolean()

c) previousBoolean()

d) generateBoolean()

Answer: a

Explanation: nextBoolean() method of java.util.Random class is used to generate random numbers.

3. What is the return type of Math.random() method?

a) Integer

b) Double

c) String

d) Boolean

Answer: b

Explanation: Math.random() method returns floating point number or precisely a double.

4. Random is a final class?

a) True

b) False

Answer: b

Explanation: Random is not a final class and can be extended to implement the algorithm as per requirement.

5. What is the range of numbers returned by Math.random() method?

a) -1.0 to 1.0

b) -1 to 1

c) 0 to 100

d) 0.0 to 1.0

Answer: d

Explanation: Math.random() returns only double value greater than or equal to 0.0 and less than 1.0.

6. How many bits are used for generating random numbers?

a) 32

b) 64

c) 48

d) 8

Answer: c

Explanation: Random number can accept 64 bits but it only uses 48 bits for generating random numbers.

7. What will be the output of the following Java code snippet?

int a = random.nextInt(15) + 1;

a) Random number between 1 to 15, including 1 and 15

b) Random number between 1 to 15, excluding 15

c) Random number between 1 to 15, excluding 1

d) Random number between 1 to 15, excluding 1 and 15

Answer: a

Explanation: random.nextInt(15) + 1; returns random numbers between 1 to 15 including 1 and 15.

8. What will be the output of the following Java code snippet?

int a = random.nextInt(7) + 4;

a) Random number between 4 to 7, including 4 and 7

b) Random number between 4 to 7, excluding 4 and 7

c) Random number between 4 to 10, excluding 4 and 10

d) Random number between 4 to 10, including 4 and 10

Answer: d

Explanation: random.nextInd(7) + 4; returns random numbers between 4 to 10 including 4 and 10. it follows “nextInt(max – min +1) + min” formula.

9. Math.random() guarantees uniqueness?

a) True

b) False

Answer: b

Explanation: Math.random() doesn’t guarantee uniqueness. To guarantee uniqueness we must store the generated value in the database and compare against already generated values.

10. What is the signature of Math.random() method?

a) public static double random()

b) public void double random()

c) public static int random()

d) public void int random()

Answer: a

Explanation: public static double random() is the utility method provided by Math class which returns double.

2 – Java Locale & Random Classes

1. Which of these class produce objects with respect to geographical locations?

a) TimeZone

b) Locale

c) Date

d) SimpleTimeZone

Answer: b

Explanation: The Locale class isinstantiated to produce objects that each describe a geographical or cultural region.

2. Which of these methods is not a Locale class?

a) UK

b) US

c) INDIA

d) KOREA

Answer: c

Explanation: INDIA is not a Locale class.

3. Which of these class can generate pseudorandom numbers?

a) Locale

b) Rand

c) Random

d) None of the mentioned

Answer: c

Explanation: None.

4. Which of these method of Locale class can be used to obtain country of operation?

a) getCountry()

b) whichCountry()

c) DisplayCountry()

d) getDisplayCountry()

Answer: d

Explanation: None.

5. Which of these is a method can generate a boolean output?

a) retbool()

b) getBool()

c) nextBool()

d) nextBoolean()

Answer: d

Explanation: None.

6. What will be the output of the following Java program?

import java.util.\*;

class LOCALE\_CLASS

{

public static void main(String args[])

{

Locale obj = new Locale("INDIA") ;

System.out.print(obj.getCountry());

}

}

a) India

b) INDIA

c) Compilation Error

d) Nothing is displayed

Answer: d

Explanation: None.

7. What will be the output of the following Java program?

import java.util.\*;

class LOCALE\_CLASS

{

public static void main(String args[])

{

Locale obj = new Locale("HINDI", "INDIA") ;

System.out.print(obj.getCountry());

}

}

a) India

b) INDIA

c) Compilation Error

d) Nothing is displayed

View Answer

Answer: b

Explanation: None.

8. What will be the output of the following Java program?

import java.util.\*;

class LOCALE\_CLASS

{

public static void main(String args[])

{

Locale obj = new Locale("HINDI") ;

System.out.print(obj.getDisplayLanguage());

}

}

a) India

b) INDIA

c) HINDI

d) Nothing is displayed

Answer: c

Explanation: None.

9. What will be the output of the following Java program?

import java.util.\*;

class LOCALE\_CLASS

{

public static void main(String args[])

{

Locale obj = new Locale("HINDI", "INDIA") ;

System.out.print(obj.getDisplayLanguage());

}

}

a) India

b) INDIA

c) HINDI

d) Nothing is displayed

Answer: c

Explanation: None.

3 – Java Observable & Timer Class

1. What is the use of Observable class?

a) It is used to create global subclasses

b) It is used to create classes that other part of the program can observe

c) It is used to create classes that can be accessed by other parts of program

d) It is used to create methods that can be accessed by other parts of program

Answer: b

Explanation: The Observable class is used to create subclasses that other part of program can observe.

2. Which of these methods is used to notify observer the change in observed object?

a) update()

b) notify()

c) check()

d) observed()

Answer: a

Explanation: None.

3. Which of these methods calls update() method?

a) notify()

b) observeObject()

c) updateObserver()

d) notifyObserver()

Answer: d

Explanation: notifyObserver() notifies all the observers of the invoking object that it has changed by calling update(). A null is passed as the second argument to update().

4. Which of these methods is called when observed object has changed?

a) setChanged()

b) update()

c) notifyObserver()

d) all of the mentioned

Answer: d

Explanation: None.

5. Which of these classes can schedule task for execution in future?

a) Thread

b) Timer

c) System

d) Observer

Answer: b

Explanation: Timer and TimerTask are the classes that support the ability to schedule tasks for execution at some future time.

6. Which of these interfaces is implemented by TimerTask class?

a) Runnable

b) Thread

c) Observer

d) ThreadCount

Answer: a

Explanation: None.

7. Which of these package provides the ability to read and write in Zip format?

a) java.lang

b) java.io

c) java.util.zip

d) java.util.zar

Answer: c

Explanation: None.