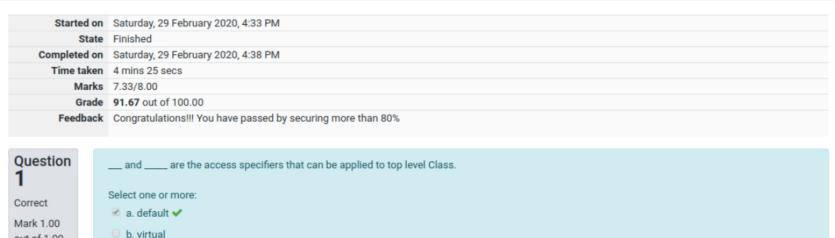
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out of 1.00

▼ Flag question

Your answer is correct.

d. protected

The correct answers are: default, public

Question **2**

Correct Mark 1.00

▼ Flag question

out of 1.00

```
class Sample{
 private double num = 100;
 private int square(int a){
    return a*a;
public class Test{
 public static void main(String args[]){
    Sample obj = new Sample();
    System.out.println(obj.num);
    System.out.println(obj.square(10));
```

Select one:

a. Run time error

b. 100

c. Executes but no output

d. Compile time error ✓

Your answer is correct.

The correct answer is: Compile time error

Question **3**

Correct Mark 1.00 out of 1.00

F Flag question

```
Your answer is correct.

The correct answer is:
Choose the appropriate access specifier for the attribute value so that it can be accessed from anywhere.
class Test
{
[public] int value;
}
```

Question 1

Correct

Mark 1.00 out of 1.00

F Flag question

```
Choose the appropriate return type for the getters and setters provided below.

class Test
{

private int value;

public void $ setValue(int value){//some code}

public int $ getValue(){//some code}
}
```

Vaur anguer is correct

```
The correct answer is:
Choose the appropriate return type for the getters and setters provided below.

class Test
{
    private int value;
    public [void] setValue(int value){//some code}
    public [int] getValue(){//some code}
}
```

Question **5**

Partially correct

Mark 0.33 out of 1.00

Flag question

```
Analyze the below program, and fill the correct code so that it produces the below output:
0.0
101
public class Book {
         private int bookId;
         private double bookPrice;
         public int getBookId() {
                 return bookId;
         public void setBookId(int bookId) {
                 this.bookId = bookId;
        public double getBookPrice() {
                 return bookPrice;
        public void setBookPrice(double bookPrice) {
                 this.bookPrice = bookPrice;
class Test
         public static void main(String a[])
                 Book bobj=new Book();
                          bobj.setBookId(101);
                  System.out.println(bobj.getBookPrice());
                   System.out.println(bobj.getBookId());
```

```
Your answer is partially correct.
Once we create an object, the default value will be assigned for each attribute. First print the values, then set the values and again print the values.
You have correctly selected 1.
The correct answer is: Analyze the below program, and fill the correct code so that it produces the below output:
0.0
101
public class Book {
         private int bookId;
         private double bookPrice;
         public int getBookId() {
                  return bookId;
         public void setBookId(int bookId) {
                  this.bookId = bookId;
         public double getBookPrice() {
                  return bookPrice;
         public void setBookPrice(double bookPrice) {
                  this.bookPrice = bookPrice;
class Test
         public static void main(String a[])
                  Book bobj=new Book();
                  [System.out.println(bobj.getBookPrice());]
                  [bobj.setBookId(101);]
                  [System.out.println(bobj.getBookId());]
```

Question **6**

Correct

Mark 1.00 out of 1.00

F Flag

```
Consider the below code snippet and determine the output.

class Student

{ private int studentId;
 private float average;
}

class Test
```

```
public static void main(String a[])
{
    Student s=new Student();
    s.studentId=123;
    System.out.println(s.studentId);
}
}

Select one:
    a. 0
    b. Any value
    c. Compile time error 
    d. 1
```

Your answer is correct.

Private variables can be accessed only within the class. They cannot be accessed outside the class.

The correct answer is: Compile time error

Question **7**

Correct

Mark 1.00 out of 1.00

Flag question

```
The below code snippet shows an error

cannot find symbol:

System.out.println("Bookid:"+bobj.getid());

public class Book {

    private int bookid;

    private double bookPrice;

    public int getBookid() {

        return bookid;

    }

    public void setBookid(int bookid) {

        this.bookId = bookPrice() {

            return bookPrice;

    }

    public void setBookPrice(double bookPrice) {

        this.bookPrice = bookPrice;

    }
```

```
public class Test {
    public static void main(String[] args) {
         Book bobj=new Book();
         bobj.setBookId(123);
         bobj.setBookPrice(500);
         System.out.println("BookId:"+bobj.getId());
         System.out.println("BookPrice:"+bobj.getBookPrice());
Analyze the above code and select the correct reason for the error.
Select one:

 a. getId method is not present in the book class

    b. Getter method should not be called inside System.out.println

o. "+" symbol should not be used in System.out.println

    d. bobj is not initialized
```

Your answer is correct.

When we specify the methodname or variablename or classname wrongly, then we will get an error "cannot find symbol". The compiler tries to fetch the methodname "getld" from the book class, where it is not defined.

The correct answer is: getId method is not present in the book class

Question 8

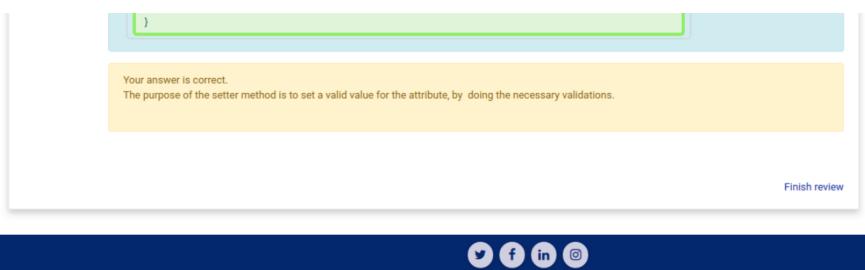
Correct

Mark 1.00 out of 1.00

Flag question

Arrange the code in the correct sequence, so that the program compiles successfully.

```
✓ public class Employee {
    private int employeld;
    private float salary;
✓ public void setSalary(float salary1) {
✓ if(salary>0){
    salary=salary1;
    }
```





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