

ABU ANDROID PRESENTS

ANDROID INTERVIEW QUESTIONS AND ANSWERS

FOR BEGINNERS &
INTERMEDIATE

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ABU ANDROID PUBLICATION

About Author

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About Book

Android Interview Questions and Answers is a book which primarily focuses on Interview Questions for the position of Android Developer as a Beginners and Intermediates. This Book Contains 120 Questions and Answers which is very useful for Freshers who are going to attend the interview for Android Developer Position.

Android Interview Questions And Answers

1.Which of the following is not a valid Android resource file name?

- A. mylayout.xml
- B. myLayout.xml
- C. my_layout.xml
- D. mylayout1.xml

Answer: B

2.What is a correct statement about an XML layout file?

- A. A layout PNG image file.
- B. A file used to draw the content of anActivity.
- C. A file that contains all application permission information.
- D. A file that contains a single activity widget.

Answer: B

3.What is the parent class of all Activity widgets?

- A. ViewGroup
- B. Layout
- C. View
- D. Widget

Answer:C

4.Which of these files contains text values that you can use in your application?

- A. AndroidManifest.xml
- B. res/Text.xml
- C. res/layout/Main.xml
- D. res/values/strings.xml

Answer: D

5. Which method should you use to start a sub-activity?

- A. startActivity(Intent Intent)
- B. startActivityForResult(Intent Intent)
- C. startService(Intent Intent)
- D. startSubActivity(Intent intent)

Answer: B

6. If your application is throwing an exception android.content.ActivityNotFoundException, which of the following could resolve the problem?

- A. Create a new subclass of the View class
- B. Create a new broadcast receiver
- C. Create the activity layout
- D. Add the activity to AndroidManifest.xml

Answer: D

7. Which of the following lines of code adds zoom controls to a WebView?

- A. webView.getSettings().setBuiltInZoomControls(true);
- B. webView.getSettings().setZoomControls(true);
- C. webView.getZoomSettings().setControls(CONTROLS.enabled);
- D. Zoom controls are included by default in WebViews.

Answer: A

8. What happens if we call execute() more than once in Async Task ?

- A. Nothing will happen
- B. It will create those many threads

- C.It will throw an error
- D.It will throw an exception

Answer: D

9.If one selects some notification, will it start a new application or old application from the memory?

- A.It will always start a new task
- B.It will call a service
- C.Call an old task to save memory
- D.None of the above

Answer: A

10.How can different layout files for portrait and landscape mode be created?

- A.One cannot create different files for portrait and landscape mode
- B.Create different files in layout folder and use separately on portrait and landscape mode
- C.Create layout-port folder for portrait mode and use layout folder for landscape mode
- D.Both B and C

Answer: C

11.What Activity method you use to retrieve a reference to an Android view by using the id attribute of a resource XML?

- A.findViewByIdReference(int id);
- B.findViewById(int id)
- C.retrieveResourceById(int id)
- D.findViewById(String id)

Answer: B

12.Which of the following is not an Android component (i.e. a point from which the system can enter your application)?

- A. Service
- B. Activity

- C. Layout
- D. ContentProvider

Answer:C

13.Which configuration file holds the permission to use the internet?

- A.Layout File
- B.Propertyfile
- C.Java sourcefile
- D.Manifest file

Answer: D

14.Which one of the following is not a valid name for process state?

- A. Bound
- B. AVisible
- C. Foreground
- D. Background

Answer:A

15.What is the name of the class used by Intent to store additional information?

- A. Extra
- B. Parcelable
- C. Bundle
- D. DataStore

Answer:C

16.Which of the following packages does not have classes needed for Android network connections?

- A.java.net
- B.org.apache.http
- D.android.location
- E.android.net

Answer:C

17.Which of the following is NOT true about class AsyncTask?

- A. It must be used by sub-classing it.
- B. It must be created on the UI thread.
- C. Its subclass overrides at least two methods: `doInBackground`, `onPostExecute`.
- D. It uses three generic types.

Answer: C

```
18.fun main() { operator fun Int.times(str: String) = str.repeat(this)    // 1
    println(2 * "Bye ")// 2
    operator fun String.get(range: IntRange) = substring(range) // 3
    val str = "Always forgive your enemies; nothing annoys them so much."
    println(str[0..14])                // 4
}
```

- A. Bye
Always forgive
- B. Bye Bye
Always forgive
- C. Bye Bye
Always forgive your enemies : nothing annoys them so much.
- D. None of these

Answer : B

19.When the user clicks on an action item in the action bar, which of the following Activity methods does the system call?

- A. `onOptionsItemSelected()`
- B. `onOptionsItemSelected()`
- C. `onActionButtonSelected()`
- D. `onActionBarItemSelected()`

Answer:A

20.Which of the following is NOT true about the R.java file?

- A. It is auto-generated during the build of the project.
- B. It is used by developers to access any resource through an ID.
- C. It can be modified manually to change the ID of a resource.
- D. It contains resource IDs for all resources in your `/res/` folder.

Answer: C

21.What does this code do? `Intent intent = new Intent();
intent.setAction(Intent.ACTION_VIEW);
intent.setData(android.net.Uri.parse("http://www.example.com"))
); startActivity(intent);`

- A. Starts a sub-activity.
- B. Starts a service.
- C. Sends results to another activity.
- D. Starts an activity using an implicit intent.

Answer: D

22.Which Android permission you should add to allow your application to read the device's address book?

- A. `READ_ADDRESS_DATA`
- B. `READ_PHONE_STATE`
- C. `READ_PHONE_CONTACTS`
- D. `READ_CONTACTS`

Answer:D

23.What does the following line of code achieve?

`Intent intent = new Intent(FirstActivity.this, SecondActivity.class);`

- A. Creates a `hiddenIntent`.
- B. Creates an `implicitIntent`.
- C. Create an `explicitIntent`.
- D. Starts an activity.

Answer: C

24.Intent

- A. are messages that are sent among major building blocks
- B. trigger activities to begin, services to start or stop, or broadcast
- C. are asynchronous
- D. all of these

Answer : D

25.While using AsyncTask class which function is mandatory?

- A.onPreExecute()
- B.onPostExecute()
- C.onProgressUpdate()
- D.doInBackground()

Answer : D

26.How can we bring up a pop up menu?

- A.Inflate()
- B.popUp()
- C.Both A and B
- D.None of the above

Answer: A

27.View Pager Is Used For

- A. Swiping Activities
- B. Swiping Fragments
- C. Paging Down List Items
- D. View Pager Is Not Supported By Android SDK

Answer: B

28.How is a service created?

- A.Inherit Service class
- B.Use <service> tag
- C.Both A and B
- D.None of the above

Answer: A

29.Why are intent filters written?

- A.To find a suitable component
- B.In dynamic broadcast receiver
- C.Both A and B
- D.None of the above

Answer: C

30.Can we create different layout files for portrait and landscape mode?

- A.One cannot create different layout files for portrait and landscape mode
- B.One can create different layout files for portrait and landscape mode
- C.Both A & B are correct
- D.None of the above

Answer: B

31.Which of the following is the correct syntax for creating Toast?

- A.Toast.makeText(context, string, duration).show();
- B.Toast.makeText(string, context, duration).show();
- C.Toast.makeText(duration, context, string).show();
- D.Toast.makeText(context, string, duration)

Answer: A

32.The requests from the Content Provider class are handled by method?

- A.onCreate
- B.onSelect
- C.onClick
- D.ContentResolver

Answer: D

33.Definition of Loader?

- A.loaders make it easy to asynchronously load data in an activity or fragment
- B.loaders make it easy to synchronously load data in an activity or fragment

- C.loaders does not make it easy to asynchronously load data in an activity or fragment
- D.None of the above

Answer: A

34.Difference between android api and google api?

- A.The Google API includes Google Maps and other Google-specific libraries. The Android one only includes core Android libraries
- B.The google API one only includes core android libraries. The Android includes Google Maps and other Google-specific libraries
- C.None of the above
- D.All of the above

Answer: A

35.Which of these methods are not called when the screen changes orientation from portrait to landscape in Android?

- A.onCreate()
- B.onStop()
- C.onActivityResult()
- D.onSaveInstanceState

Answer : C

36.When contentProvider would be activated?

- A.Using Intent
- B.Using SQLite
- C.Using ContentResolver
- D.None

Answer: C

37.Which one of the following is not a type of Creational Pattern?

- A. Adapter
- B. Singleton
- C. Factory

D. Builder

Answer : A

38.Broadcast call to someone targeted by data is?

A.android.intent.action.CALL

B.android.intent.action.REBOOT

C.android.intent.action.BATTERY_CHANGED

D.android.intent.action.BUG_REPORT

Answer : A

39.callback that enables the system to destroy an activity is?

A. onCreate

B. onStop

C. onDestroy

D.onRestart

Answer : C

40.Space outside of the widget can be customized using ?

A. height

B. weight

C. margins

D.padding

Answer : C

41.During an Activity life-cycle, what is the first callback method invoked by the system?

A. onStop()

B. onStart()

C. onCreate()

D. onRestore()

Answer:C

42.Which file specifies the minimum required Android SDK version your application supports?

A. main.xml

- B. R.java
- C. strings.xml
- D. build.gradle

Answer:D

43.What does the Android project folder “res/” contain?

- A. Java Activityclasses
- B. Resource Files
- C. Java source code
- D. Libraries

Answer:B

44.Which of the following methods is called in an Activity when another activity gets into the foreground?

- A. onStop()
- B. onPause()
- C. onDestroy()
- D. onExit()

Answer:B

45.What is not true about the AndroidManifest.xml file?

- A. It declares the views used within the application.
- B. It declares user permissions the application requires.
- C. It declares application components.
- D. It declares hardware and software features used within the application.

Answer: A

46.Consider the following code:

```
Intent intent = new Intent();  
intent.setAction(Intent.ACTION_VIEW);  
intent.setData(android.net.Uri.parse("http://www.example.com"))  
); startActivity(intent);
```

Which of the following is correct about the code above?

- A. It sends a result to a new Activity in a Bundle.
- B. It will not compile without adding the INTERNET permission to the Manifest File.
- C. It starts any activity in the application that has a WebView in its layout.
- D. When it is executed, the system starts an intent resolution process to start the right Activity.

Answer:D

47.Which of the following Android View subclasses uses the WebKit rendering engine to display web pages?

- A. PageView
- B. WebView
- C. MapView
- D. HttpClient

Answer:B

48.Which of the following applies a context menu on a ListView? (Choose two)

- A. `ListView lv =getListView(); lv.registerForContextMenu()`
- B. `ListView lv=getListView(); registerForContextMenu(lv);`
- C. `ListView lv = (ListView)findViewById(R.id.list_view_id); registerForContextMenu(lv)`
- D. `getListView().setConextMenuEnabled(true)`

Answer: B & C

49.When is the intent resolution process triggered?

- A. When the system receives an implicit intent to start an activity.
- B. When an explicit intent starts a service.
- C. When the system receives an explicit intent to start an activity.
- D. When the application calls `methodstartAcitivyIntentResolution`.

Answer: A

50.What is the location of the APK generated by the build system of Android Studio?

- A. app/build/apk
- B. app/apks
- C. app/build/outputs/apk
- D. app/intermediates/outputs/apk

Answer:C

51.Which of the following applies to the onDraw() method of class View? (Choose two)

- A. It must be overridden if a customized drawing of a view is required.
- B. It takes two parameters: a Canvas and a View.
- C. It takes one parameter of type Canvas.
- D. It uses the Canvas parameter to draw the border of the activity that contains it.

Answer: A & C

52.Which of the following statements is incorrect about Android Device Monitor in Android Studio?

- A. You can display a list of currently running threads and select one to check its stack trace.
- B. It can add dynamically Google SDK libraries to the Android image running on the emulator.
- C. You can forcibly execute garbage collection and check the present heap usage status.
- D. You can do simulations of network zone speed and bandwidth limitations.

Answer: B

53.Which of the following is incorrect about intents?

- A. They can be used to start an Activity.
- B. They can be used to start a service.
- C. They can be used to start database insertion.
- D. They can be used to start a dialog-themed activity.

Answer: C

54.How can a thread in Android be stopped?

- A.stop()
- B.wait()
- C.return from run() on boolean flag=false
- D.suspend()

Answer: C

55.Which of the following is not the attribute of the permission tag?

- A.android:name
- B.android:description
- C.android:protectionLevel
- D.android:id

Answer: D

56.What does DDMS stand for?

- A.Dalvik Draft for Mobile Service
- B.Dalvik Debug Monitor System
- C.Dalvik Debug Monitor Service
- D.Dalvik Daemon Monitor Service

Answer: B

57.What Is JNI In Android?

- A. Java Interface
- B. Java Native Interface
- C. Java Network Interface
- D. Image Editable Tool

Answer: B

58.How can we use custom colors in application?

- A.Use layout file and specify color value
- B.Use XML file and specify color value
- C.It is not possible

D.Both B and A

Answer: B

59.Which of the following are indirect subclasses of Activity class?

A.ActionBarActivity

B.LauncherActivity

C.PreferenceActivity

D.All the above

Answer: D

60.Which one is NOT related to fragment class?

A.DialogFragment

B.ListFragment

C.PreferenceFragment

D.CursorFragment

Answer: D

61.What is the name of the program that converts Java byte code into Dalvik bytecode?

A.Android Interpretive Compiler (AIC)

B.Dalvik Converter

C.Dex compiler

D.Mobile Interpretive Compiler (MIC)

Answer: C

62.Which of the following is not the attribute of TextView tag?

A.android:id

B.android:text

C.android:layout_width

D.android:hint

Answer: D

63.Which of the following makes a specific set of the application data available to other applications?

- A.Content provider
- B.Broadcast receivers
- C.Intent
- D.None of these

Answer: A

64.You can shut down an activity by calling which of the following methods?

- A. onCreate()
- B. onResume()
- C. stopSelf()
- D. finish()

Answer : D

65.Which is the parent class of Activity ?

- A. Context
- B. Object
- C. ViewGroup
- D. ContextThemeWrapper

Answer : D

66.What are the methods of Parcelable interface?

- A.writeToParcel()
- B.describeContents()
- C.None of the above
- D. both A & B

Answer : D

67.Which of the following is not a type of service?

- A. AsyncTask
- B. Bound

- C. Background
- D. Foreground

Answer : A

68.Which of the following is super powered FrameLayout?

- A. Linear Layout
- B. Coordinator Layout
- C. Constraint Layout
- D. Relative Layout

Answer : B

69.What are the indirect Direct subclasses of Services?

- A.RecognitionService
- B.RemoteViewsService
- C.SpellCheckerService
- D.InputMethodService

Answer: D

70.A type of layout element that allows its children relative position depiction is?

- A.TextviewLayout
- B.LinearLayout
- C.ConstraintLayout
- D.RelativeLayout

Answer : D

71.A type of service provided by android that shows messages and alerts to users is?

- A. View System
- B.Notifications Manager

- C.Activity Manager
- D.Content Providers

Answer : B

72.which one of the following is not an activity launch mode?

- A. Standard
- B.Single Task
- C.ACTION_VIEW
- D.Single Instance

Answer : C

73.Which of the following is NOT a state in the lifecycle of a service?

- A. Starting
- B. Running
- C. Destroyed
- D. Paused

Answer : D

74.When an activity is not in focus, but still visible on the screen it is in?

- A.Running state
- B.Paused state
- C.Stopped state
- D.Destroyed state

Answer : B

75.Broadcast of changed date is ?

- A.android.intent.action.BATTERY_CHANGED
- B.android.intent.action.CALL
- C.android.intent.action.REBOOT
- D.android.intent.action.DATE_CHANGED

Answer : D

76.What method you should override to use Android's menu which is placed on the action bar?

- A.onCreateOptionsMenu()
- B.onCreateMenu()
- C.onMenuCreated()
- D.onMenuCreated()

Answer:A

77.Which of the following tools creates certificates for signing Android applications?

- A. adb
- B. logcat
- C. keytool
- D. certgen

Answer:C

78.What is the role of the R.java file in an Android application project?

- A. It contains all resource IDs allowing the developer to reference them from the code using integers.
- B. It contains instructions to build the Android application project.
- C. It contains information about content providers of the Android application.
- D. It contains the target SDK version number.

Answer: A

79.Which of the following is NOT a valid usage for Intents?

- A. Activate and Activity.
- B. Activate a Service.
- C. Activate a BroadcastReceiver.
- D. Activate a SQLite DBConnection.

Answer: D

80.Which of the following is not included in the Android application framework?

- A. WindowManager
- B. NotificationManager
- C. DialerManager
- D. PackageManager

Answer:C

81.Which of the following best explains the Android option menus?

- A. It is a popup menu that displays a list of items in a vertical list anchored to the view that invoked the menu.
- B. It is a floating menu that appears when the user performs a long-click on an element. It provides actions that affect the selected content or context frame.
- C, It is the primary collection of menu items for an activity where you should place actions that have a global impact on the app, such as "Search," "Compose email," and"Settings".
- D. It is a type of List Activity with predefined headers and footers for special commands.

Answer: C

82.Which of the following best explains the Android context menus?

- A. It is a popup menu that displays a list of items in a vertical list that's anchored to the view that invoked the menu.
- B. It is a floating menu that appears when the user performs a long-click on an element. It provides actions that affect the selected content or context frame.
- C. It is the primary collection of menu items for an activity.
- D. It is a sub-menu of an options menuitem.

Answer: B

83.Method onDraw() of class android.view.View has the following signature?

- A. public void onDraw(Color)
- B. public void onDraw(Canvas)
- C. public boolean onDraw(Canvas)
- D. public Canvas onDraw()

Answer: B

84.To create a customized Adapter for a compound list item layout , you should?

- A. Extend class android.widget.Adapter or any of its descendants then override method getView()
- B. Extend class android.widget.ListView or any of its descendants, then override method getView()
- C. Extend class android.widget.AbsAdapter or any of its descendants, then override method getView()
- D. Extend class android.widget.Adapter or any of its descendants, then override method getAdapterView()

Answer: A

85.Which folder contains the Android project Java files?

- A. res
- B. manifests
- C. assets
- D. java

Answer:D

86.Which of the following attributes is used to set an activity screen to landscape orientation?

- A. screenorientation =landscape
- B. screenOrientation="landscape"
- C. android:ScreenOrientation="landscape"

D. android:screenOrientation="landscape"

Answer:D

87.Consider the following code :

```
@Override  
public void onCreateContextMenu(ContextMenu menu, View v,  
ContextMenuItemInfo menuInfo) {  
super.onCreateContextMenu(menu, v, menuInfo);  
menu.setHeaderTitle("Menu");  
AdapterContextMenuItemInfo cmi = (AdapterContextMenuItemInfo)  
menuInfo; menu.add(1, cmi.position, 0, "Open file");  
menu.add(2, cmi.position, 0, "Save file");  
}
```

Which of the following best explains the code above?

- A. The code inflates an xml file into menuitems
- B. The code creates menu items for the context menu programmatically.
- C. The code assigns actions to menu items.
- D. The code Opens a menu resource file, modifies it, and saves the changes.

Answer: B

88.Which of the following lines of code sets the entire Activity window as a WebView?

- A. WebView webview = new WebView(this); webview.setAsWindow;

- B. setContentView(R.layout.webview);
- C. WebView webview = new WebView(this);
setContentView(webview);
- D. setContentView("http://www.developer.android.com");
- D. None of the Above

Answer: C

89. Which of the following is NOT correct about the Gradle build system of Android Studio?

- A. The Gradle build file is called build.gradle.
- B. Gradle supports generating only one build variant.
- C. Gradle uses the Groovy syntax to configure the build.
- D. A build is configured by using elements provided by the Android plugin for Gradle.

Answer: B

90. Which of the following does NOT correctly describe interface android.widget.Adapter?

- A. It is an object that acts as a bridge between a View and underlying data for that view.
- B. It provides access to the data items.
- C. It provides access to deprecated ListView methods.
- D. It is responsible for making a View for each item in the dataset.

Answer: C

91. Which of the following statements is NOT correct about Android fragments?

- A. Multiple fragments can be combined in a single activity.
- B. The life-cycle of a fragment is totally independent of the activity hosting it.
- C. Fragments have their own life-cycle.
- D. You can add/remove fragments to and an activity dynamically; i.e. while the activity is running.

Answer: B

92. When publishing an update to your application to the market, the following must be taken into consideration?

- A. The package name must be the same, but the .apk may be signed with a different private Key.
- B. The package name does not have to be the same and the .apk can be signed with a different private key.
- C. The package name must be the same and the .apk must be signed with the same private key.
- D. The package name does not have to be the same, but the .apk must be signed with the same private key.

Answer: C

93. Which of these is the incorrect method for an Application to save local data?

- A. Extend PreferencesActivity and save in an XMLfile.
- B. Save as a file in the local filesystem.
- C. Save in the database usingSQLite.
- D. Save in the hash table file using the Dictionaryclass.

Answer: D

94. Consider the following the code :

```
public boolean onCreateOptionsMenu(Menu menu) {  
    MenuInflater inflater = getMenuInflater();  
    inflater.inflate(R.menu.game_menu, menu);  
    return true;  
}
```

Which of the following is true about the code above?

- A. The code is auto generated and should not be edited.
- B. This method handles clicks and assigns actions to menu items.
- C. This function inflates an XML file in the res/menu folder into menu items.
- D. This method inflates an XML file in the res/layout folder into layout.

Answer : C

95.Which of the following is a rule that developers must always follow when writing multi- threaded Android applications? (Choose two)

- A. A worker thread must not be created from inside the UI thread.
- B. Each UI thread must not create more than one worker thread.
- C. The UI thread must never be blocked.
- D. The Android UI must not be accessed from outside the UI thread.

Answer: C & D

96.Which of the following lines of code is used to pass a value to the next activity?

- A. Intent i = new Intent(this,newActivity);
i.putExtra("test"); startActivity(i);
- B. Intent i = new Intent(this, new Activity); i.putValue("test");
startActivity(i);
- C. Intent i = new Intent(this, new Activity); i.putValue("value1","test");
startActivity(i);
- D. Intent i = new Intent(this, new Activity); i.putExtra("value1","test");
startActivity(i);

Answer: D

97.Which UI does the following code builds?

```
<?xml version="1.0" encoding="utf-8"?>
<LinearLayout
xmlns:android=http://schemas.android.com/apk/res/androidand
roid:layout_width="match_parent"
android:layout_height="match_parent"
android:orientation="vertical" >
<LinearLayout
android:layout_width="match_parent"
android:layout_height="wrap_content"
android:orientation="horizontal" >
<TextView
```

```

android:id="@+id/textView1"
android:layout_width="wrap_content"
android:layout_height="wrap_content"
android:text="Name:" />
<EditText
android:id="@+id/editText1"
android:layout_width="match_parent"
android:layout_height="wrap_content"
android:layout_weight="1"
android:ems="10" />
</LinearLayout>
<Button
android:id="@+id/button1"
android:layout_width="wrap_content"
android:layout_height="wrap_content"
android:text="Post" />
</LinearLayout>

```

- A. An edit text to the left of a text view and a button beneath it
- B. An edit text to the right of a text view and a button to the right of the textview
- C. An edit text to the right of a text view and a button beneath them
- D. A text view, an edit text beneath it and the button beneath the edittext

Answer: C

98.What is the output of the following?

```

fun main(args: Array<String>) {
    val s: String = "Hi"
    var x = 5
    x = "8".toInt()
    println(x)
}

```

- A.Compilation error
- B.5
- C.8

D.None of the above

Answer : C

99.What is the output of the following?

```
fun main(args: Array<String>){  
    var number = 4  
    var num= when(number) {  
        1 -> "One"  
        2 -> "Two"  
        3 -> "Three"  
        4 -> "Four"  
        5 -> "Five"  
        else -> "invalid number"  
    }  
    println("The number is: $num")  
}
```

A.The number is Four

B.invalid number

C.error

D.None of the above

Answer : A

100.Following a code snippet for higher order functions. What will be the output?

```
fun operation(): (Int) -> Int {  
    return ::square  
}  
fun square(x: Int) = x * x  
fun main() {  
    val func = operation()  
    println(func(2))  
}
```

- A. 4
- B. 2
- C. Compilation error
- D.None of the above

Answer : A

101.Check out the code snippet and answer accordingly

```
fun main(args: Array<String>) {  
    val x = "English"  
    val greeting = when (x) {  
        "English" -> "How are you?"  
        "German" -> "Wie geht es dir?"  
        else -> "I don't know that language yet :("  
    }  
    println(greeting)  
}
```

- A. I don't know that language yet :(
- B. How are you?
- C.Compilation error
- D.None of the above.

Answer : B

```

102.fun main() {
    val shuffled = listOf(5, 4, 2, 1, 3)
    val natural = shuffled.sorted()
    val inverted = shuffled.sortedBy { -it }

    println("Shuffled: $shuffled")
    println("Natural order: $natural")
    println("Inverted natural order: $inverted")
}

```

- A.Shuffled: [5, 4, 2, 1, 3]
Natural order: [1, 2, 3, 4, 5]
Inverted natural order: [5, 4, 3, 2, 1]
- B.Shuffled: [5, 4, 2, 1, 3]
Natural order: [1, 2, 3, 4, 5]
Inverted natural order: [-5, -4, -3, -2, -1]
- C. Compilation error
- D. None of the above.

Answer : A

103.What will be the output?

```

fun main() {
    val numbers = listOf(1, -2, 3, -4, 5, -6)    // 1
    val positives = numbers.filter { x -> x > 0 } // 2
    val negatives = numbers.filter { it < 0 }     // 3
    println("Numbers: $numbers")
    println("Positive Numbers: $positives")
    println("Negative Numbers: $negatives")
}

```

- A. Numbers: [1, -2, 3, -4, 5, -6]
Positive Numbers: [1, 3, 5]
Negative Numbers: [-2, -4, -6]
- B.Numbers: [1, -2, 3, -4, 5, -6]

Positive Numbers: [1, 3, 5]

Negative Numbers: [2, 4, 6]

C. Compilation error

D. None of the above

Answer : A

104. Evaluate following repeat statement in kotlin

```
fun main() {  
    repeat(4) {  
        println("Hello World!")  
    }  
}
```

A. Hello World! 4 times

B. null

C. Compile time error

4. None of these.

Answer: A

105. class Property(var a: Float){ }

val x = 10;

```
fun main(){  
    val z = ::x  
    println(z.get())  
    println(z.name)  
    val y = Property::a  
    println(y.get(Property(5.899f)))  
}
```

A. 10

x

5.899

B. 10

 null

 5.899f

C. Compile time error

D. None of these

Answer : A

106. Evaluate the following code snippet kotlin

```
fun main() {  
    for(i in 0..3) {  
        print(i)  
    }  
    print(" ")  
    for(i in 2..8 step 2) {  
        print(i)  
    }  
    print(" ")  
    for (i in 3 downTo 0) { print(i)}  
    print(" ")  
}
```

A. Compilation error

B. 0123 2468 3210

C. 0123 2445678 3210

D. None of the above.

Answer : B

```
107.enum class State {  
    IDLE, RUNNING, FINISHED  
}
```

```
fun main() {  
    val state = State.RUNNING  
    val message = when (state) {  
        State.IDLE -> "It's idle"
```

```

        State.RUNNING -> "It's running"
        State.FINISHED -> "It's finished"
    }
    println(message)
}

```

- A. It's running
- B. It's finished
- C. Compilation error
- D. enum not allowed in kotlin

Answer : A

108. Guess the output?

```

fun main() {
    val numbers = listOf(1, 2, 3)
    val tripled = numbers.flatMap { listOf(it, it, it) }
    println("Numbers: $numbers")
    println("Transformed: $tripled")
}

```

- A. Numbers: [1, 2, 3]
Transformed: [1, 1, 1, 2, 2, 2, 3, 3, 3]
- B. Numbers: [1, 2, 3]
Transformed: [2, 2, 2, 1, 1, 1, 3, 3, 3]
- C. Numbers: [1, 2, 3]
Transformed: [3, 3, 3, 2, 2, 2, 1, 1, 1]
- D. Compilation error

Answer : A

```

109. fun main() {
    val A = listOf("a", "b", "c")
    val B = listOf(1, 2, 3, 4)
    val resultPairs = A zip B
    val resultReduce = A.zip(B) { a, b -> "$a$b" }
}

```

```
println("A to B: $resultPairs")
println("\$A\$B: $resultReduce")
}
```

A. A to B: [(a, 1), (b, 2), (c, 3)]

\$A\$B: [a1, b2, c3]

B. A to B: [(a, 1), (b, 2), (c, 3)]

\$A\$B: [a,1, b,2, c,3]

C. Compilation error

D. None of the above

Answer: C

110. What will be the output using getOrElse?

```
fun main() {
    val list = listOf(0, 10, 20)
    print(list.getOrElse(1) { 42 })
    print(",")
    print(list.getOrElse(10) { 42 })
}
```

A. 10,20

B. 10,42

C. IndexOutOfBoundsException

D. None of these

Answer : B

111. Following code snippet guess the answer.

```
fun main() {
```

```

val map = mutableMapOf<String, Int?>()
println(map.getOrElse("x") { 1 })
map["x"] = 3
println(map.getOrElse("x") { 1 })
map["x"] = null
println(map.getOrElse("x") { 1 })
}

```

- A. 1
3
1
- B. null
3
1
- C. Compilation error
- D. None of the above

Answer : A

```

112.data class Person(var name: String, var age: Int, var about:
String) {
    constructor() : this("", 0, "")
}
fun main() {
    val jake = Person()
    val stringDescription = jake.apply {
        name = "Jake"
        age = 30
        about = "Android developer"
    }.toString()
    println(stringDescription)
}

```

- A. Person(name=Jake, age=30, about=Android developer)
- B. Person(name="", age=0, about="")
- C. Person(name=null, age=0, about=null)
- D. None of the above

Answer : A

```
113.data class Person(var name: String, var age: Int, var about:
String) {
    constructor() : this("", 0, "")
}
fun writeCreationLog(p: Person) {
    println("A new person ${p.name} was created.")
}
fun main() {
    val jake = Person("Jake", 30, "Android developer")
        .also {
            writeCreationLog(it)
        }
}
```

- A. A new person Jake was created.
- B. also cannot be applied here.
- C. Compilation error
- D. Person(name=null, age=0, about=null)

Answer : A

114.What will be the output of the following code snippet?

```
fun main() {
    infix fun Int.times(str: String) = str.repeat(this)
    println(2 times "Bye ")
    val pair = "Ferrari" to "Katrina"
    println(pair)
    infix fun String.onto(other: String) = Pair(this, other)
    val myPair = "McLaren" onto "Lucas"
    println(myPair)
    val sophia = Person("Sophia")
    val claudia = Person("Claudia")
    sophia likes claudia
    class Person(val name: String) {
```

```
val likedPeople = mutableListOf<Person>()
infix fun likes(other: Person) { likedPeople.add(other) }
}
```

- A. Bye Bye
(Ferrari, Katrina)
(McLaren, Lucas)
- B. Bye
(Ferrari, Katrina)
(Sophia, Claudia)
- C. Compilation error
- D. None of the above.

Answer : A

115. What will be the output?

```
fun describeString(maybeString: String?): String {
    if (maybeString != null && maybeString.length > 0) {
        return "String of length ${maybeString.length}"
    } else {
        return "Empty or null string"
    }
}

fun main() {
    println(describeString(null))
}
```

- A. String of length 4
- B. Empty or null string
- C. Runtime error
- D. None of the above.

Answer : B

116.Which option is correct regarding “== “operator.

```
data class User(val name: String, val id: Int)
fun main() {
    val user = User("Alex", 1)
    println(user)
    val secondUser = User("Alex", 1)
    val thirdUser = User("Max", 2)
    println("user == secondUser: ${user == secondUser}")
    println("user == thirdUser: ${user == thirdUser}")
}
```

A. User(name=Alex, id=1)

user == secondUser: true

user == thirdUser: false

B.User(name=Alex, id=1)

user == secondUser: false

user == thirdUser: false

C. Compilation failed

D.None of the above

Answer : A

```
117.sealed          class          Mammal(val          name:
String)
class          Cat(val          catName:          String)          :
Mammal(catName)
class Human(val humanName: String, val job: String) :
Mammal(humanName)
```

```

fun greetMammal(mammal: Mammal): String {
    when (mammal) {
        is Human -> return "Hello ${mammal.name}; You're
working as a ${mammal.job}"
        is Cat -> return "Hello
${mammal.name}"
    }
}
fun main() {
    println(greetMammal(Cat("Snowy")))
}

```

- A. Hello Snowy you're working as a null
- B. Hello Snowy
- C. Syntax error : sealed class
- D. None of the above

Answer : B

```

118. class MutableStack<E>(vararg items: E) {
    private val elements = items.toMutableList()
    fun push(element: E) = elements.add(element)
    fun peek(): E = elements.last()
    fun pop(): E = elements.removeAt(elements.size - 1)
    fun isEmpty() = elements.isEmpty()
    fun size() = elements.size
    override fun toString() =
"MutableStack(${elements.joinToString()})"
}
fun main() {
    val stack = MutableStack(0.62, 3.14, 2.7)
    stack.push(9.87)
    println(stack)
    println("peek(): ${stack.peek()}")
}

```

- A. MutableStack(0.62, 3.14, 2.7, 9.87)
peek(): 9.87
- B. MutableStack(0.62, 3.14, 2.7, 9.87)
peek(): 2.7

- C. Compilation error
- D. None of the above.

Answer : A

```
119.class Property(var a: Float){  
}  
fun main(){  
    // Constructor Reference  
    val y = ::Property  
    println(y.name)  
}
```

- A. <init>
- B. null
- C. Compile time error
- D. None of the above

Answer : A

```
120.fun main() {  
    for (c in 'a'..'d') {  
        print(c)  
    }  
    print(" ")  
  
    for (c in 'z' downTo 's' step 2) {  
        print(c)  
    }  
    print(" ")  
}
```

- A. Compilation error
- B. abcd zxvt
- C. abcd tuvwxy

D.None of the above.

Answer : B