

1. The wrapping up of data and functions into a single unit is called

- ☐ A Encapsulation
- ☐ B Data Abstraction
- ☐ C Polymorphism
- ☐ D Inheritance

2. Encapsulation is supported by

- ☐ A Objects
- ☐ B Methods
- ☐ C Classes
- ☐ D None of the above

3. Given a class named Student, which of the following is a valid constructor declaration for the class?

- ☐ A Student (String s) { }
- ☐ B Student student () { }
- ☐ C void Student () { }
- ☐ D static Student(){ }

4. Which of these field declarations are legal within the body of any class?

- ☐ A private static int answer = 42;
- ☐ B public static int answer = 42;
- ☐ C static int answer = 42;
- ☐ D int answer;

5. Which keyword is used by method to refer to the object that invoked it?

- ☐ A super
- ☐ B import
- ☐ C catch
- ☐ D this

6. Can we write two classes in a single .java file?

- ☐ A True
- ☐ B False

7. Output of the following code snippet

- ☐ A 100
- ☐ B 150
- ☐ C 200
- ☐ D 250
- ☐ E Error

```
class Box {
    int width;
    int height;
    int length;
    int volume;
    public Box() {
        width = 5;
        height = 5;
        length = 6;
    }
    void volume() {
        volume = width*height*length;
    }
}

Run | Debug
class Output
    public static void main(String args[])
    {
        Box obj = new Box();
        obj.volume();
        System.out.println(obj.volume);
    }
}
```

8. Output of the following code snippet.

- ☐ A Error; because there is no constructor is defined
- ☐ B true
- ☐ C false
- ☐ D null
- ☐ E None of the options given

```
class Equality {
    int x;
    int y;
    boolean isequal() {
        return(x == y);
    }
}

Run | Debug
class Main {
    public static void main(String args[])
    {
        Equality obj = new Equality();
        obj.x = 5;
        obj.y = 5;
        System.out.println(obj.isequal());
    }
}
```

9. Which of the following are true about the main method?

- ☐ A The main method is a static method
- ☐ B The main method is an instance method
- ☐ C The main method is called when the program starts without having to create an instance of the class
- ☐ D The main method can access another static method without creating an instance of the class

10. "this" keyword can be used in

- ☐ A Constructors
- ☐ B Static methods
- ☐ C Non static methods
- ☐ D can be used for referring any variable/method in a class