1)Java \_\_\_\_\_\_\_\_\_\_\_ can run from a Web browser.

A. applications

B. applets

C. servlets

D. Micro Edition programs

Answer: B

2) \_\_\_\_\_\_\_\_ is interpreted.

A. Java

B. C++

C. C

D. Ada

E. Pascal

Answer: A

3) \_\_\_\_\_\_\_\_ is a technical definition of the language that includes the syntax and semantics of the Java programming language.

A. Java language specification

B. Java API

C. Java JDK

D. Java IDE

Answer: A

4) \_\_\_\_\_\_\_\_ consists of a set of separate programs for developing and testing Java programs, each of which is invoked from a command line.

A. Java language specification

B. Java API

C. Java JDK

D. Java IDE

Answer: C

5) Given Integer.MIN\_VALUE = -2147483648

Integer.MAX\_VALUE = 2147483647

What is the output of following

{

float f4 = Integer.MIN\_VALUE;

float f5 = Integer.MAX\_VALUE;

float f7 = -2147483655f;

System.out.println("Round f4 is " + Math.round(f4));

System.out.println("Round f5 is " + Math.round(f5));

System.out.println("Round f7 is " + Math.round(f7));

}

A)Round f4 is -2147483648

Round f5 is 2147483647

Round f7 is -2147483648

B)Round f4 is -2147483648

Round f5 is 2147483647

Round f7 is -2147483655

Answer: A

6) Analyze the following statement:

double sum = 0;

for (double d = 0; d < 10;)

{

d += 0.1;

sum += sum + d;

}

A. The program has a compile error because the adjustment is missing in the for loop.

B. The program has a compile error because the control variable in the for loop cannot be of the double type.

C. The program runs in an infinite loop because d<10 would always be true.

D. The program compiles and runs fine.

Answer: D

7) Analyze the following fragment:

double sum = 0;

double d = 0;

while (d != 10.0)

{

d += 0.1;

sum += sum + d;

}

A. The program does not compile because sum and d are declared double, but assigned with integer value 0.

B. The program never stops because d is always 0.1 inside the loop.

C. The program may not stop because of the phenomenon referred to as numerical inaccuracy for operating with floating-point numbers.

D. After the loop, sum is 0 + 0.1 + 0.2 + 0.3 + ... + 1.9

Answer: C

8) Which of the following defines a legal abstract class?

A. class Vehicle { abstract void display(); }

B. abstract Vehicle { abstract void display(); }

C. abstract class Vehicle { abstract void display(); }

D. class abstract Vehicle { abstract void display(); }

Answer: C

9) Which is true about a method-local inner class?

A. It must be marked final.

B. It can be marked abstract.

C. It can be marked public.

D. It can be marked static.

Answer: B

|  |
| --- |
| 10)A class implements an interface but does not override all the methods of interface then \_\_\_\_\_\_ |
| A. It should be declared as abstract class |
| B. It should be declared as final class |
| C. It must override all the methods of interface |
| D. none of these |

Answer: A

11) What is the output of running class Test?

public class Test

{

public static void main(String[] args)

{

new Circle9();

}

}

public abstract class GeometricObject

{

protected GeometricObject()

{

System.out.print("A");

}

protected GeometricObject(String color, boolean filled)

{

System.out.print("B");

}

}

public class Circle9 extends GeometricObject

{

/\*\* Default constructor \*/

public Circle9()

{

this(1.0);

System.out.print("C");

}

/\*\* Construct circle with a specified radius \*/

public Circle9(double radius)

{

this(radius, "white", false);

System.out.print("D");

}

/\*\* Construct a circle with specified radius, filled, and color \*/

public Circle9(double radius, String color, boolean filled)

{

super(color, filled);

System.out.print("E");

}

}

A. ABCD

B. BACD

C. CBAE

D.BEDC

Answer: D

12) What is displayed on the console when running the following program?

class Test

{

public static void main(String[] args)

{

try

{

System.out.println("Welcome to Java");

int i = 0;

int y = 2 / i;

System.out.println("Welcome to HTML");

}

finally

{

System.out.println("The finally clause is executed");

}

}

}

A. Welcome to Java, then an error message.

B. Welcome to Java followed by The finally clause is executed in the next line, then an error message.

C. The program displays three lines: Welcome to Java, Welcome to HTML, The finally clause is executed, then an error message.

D. None of the above.

Answer: B

14. \_\_\_\_\_\_ is a superclass of all exception classes.

A. Exception

B. Throwable

C. RuntimeException

D. IOException

Answer: B

15) Suppose s is a string with the value "java". What will be assigned to x if you execute the following code?

char x = s.charAt(4);

A. 'a'

B. 'v'

C. Nothing will be assigned to x, because the execution causes the runtime error StringIndexOutofBoundsException.

Answer: C

16) What is the output of the following code?

public class Test {

public static void main(String[] args)

{

String s1 = new String("Welcome to Java");

String s2 = s1;

s1 += "and Welcome to HTML";

if (s1 == s2)

System.out.println("s1 and s2 reference to the same String object");

else

System.out.println("s1 and s2 reference to different String objects");

}

}

A. s1 and s2 reference to the same String object

B. s1 and s2 reference to different String objects

Answer: B

17) What is the printout of the following code?

public class Test

{

public static void main(String[] args)

{

int[][][] data = {

{{1, 2}, {3, 4}},{{5, 6}, {7, 8}}

};

System.out.print(ttt(data[0]));

}

public static int ttt(int[][] m)

{

int v = m[0][0];

for (int i = 0; i < m.length; i++)

for (int j = 0; j < m[i].length; j++)

if (v < m[i][j])

v = m[i][j];

return v;

}

}

A. 1

B. 2

C. 4

D. 5

Answer: C

18) ) The \_\_\_\_\_\_\_class contains methods to store any number and any type of objects in a single unit called vectors

A. Array

B. Vector

C. String

D. Wrapper

Answer: B

19) What is the output for the following code?

import java.util.\*;

public class Test

{

public static void main(String[] args)

{

Set<A> set = new HashSet<A>();

set.add(new A());

set.add(new A());

set.add(new A());

set.add(new A());

System.out.println(set);

}

}

class A

{

int r = 1;

public String toString()

{

return r + "";

}

public boolean equals(Object o)

{

return this.r == ((A)o).r;

}

public int hashCode()

{

return r;

}

}

A. [1]

B. [1, 1]

C. [1, 1, 1]

D. [1, 1, 1, 1]

Answer: A

20)To get an iterator from a set, you may use the \_\_\_\_\_\_\_\_\_\_ method.

A. getIterator

B. findIterator

C. iterator

D. iterators

Answer: C

21)Analyze the following code.

import java.util.\*;

public class Test

{

public static void main(String[] args) throws Exception

{

TreeSet<String> set = new TreeSet<String>();

set.add("Red");

set.add("Green");

set.add("Blue");

System.out.println(set.last());

}

}

A. The program displays Red

B. The program displays Blue

C. The program displays Green

D. The program may display Red, Blue, or Green.

Answer: A

22)The methods for modifying element in the \_\_\_\_\_\_\_\_\_\_\_ class are synchronized.

A. ArrayList

B. LinkedList

C. TreeMap

D. Vector

E. HashSet

Answer: D

23) Analyze the following code.

// Test.java: Define threads using the Thread class

import java.util.\*;

public class Test

{

private Stack stack = new Stack();

private int i = 0;

/\*\* Main method \*/

public static void main(String[] args)

{

new Test();

}

public Test()

{

// Start threads

new Producer().start();

new Consumer().start();

}

class Producer extends Thread

{

public void run()

{

while (true)

{

System.out.println("Producer: put " + i);

stack.push(new Integer(i++));

synchronized (stack)

{

notifyAll();

}

}

}

}

class Consumer extends Thread

{

public void run()

{

while (true)

{

synchronized (stack)

{

Try

{

while (stack.isEmpty())

stack.wait();

System.out.println("Consumer: get " + stack.pop());

}

catch (InterruptedException ex)

{

ex.printStackTrace();

}

}

}

}

}

}

A. The program creates two threads: one to add data to the stack and the other to get data from the stack.

B. The program has a compilation error on the notifyAll() method in the Producer class because it is not invoked from the stack object.

C. The program will throw an exception because the notifyAll() method in the Producer class is not invoked from the stack object**.**

D. The program has a logic error because the lock obtained by the synchronized block for notifyAll in the Producer class is stack and it should be this (i.e., synchronized (this) { notifyAll(); }).

Answer: C

24) The isAlive() method is used to…….

A. Know whether a thread is running or not

B. Know whether a thread was created or not

C. Create a thead after stopping it.

D. Resume a thread after blocking it.

Answer: A

25) To set default priority of a thread which constant can be used?

A. DEF\_PRIORITY

B. DEFAULAT\_PRIORITY

C. NORM\_PRIORITY

D. NORMAL\_PRIORITY

Answer: C

26) Which cannot directly cause a thread to stop executing?

A. Calling the SetPriority() method on a Thread object.

B. Calling the wait() method on an object.

C. Calling notify() method on an object.

D. Calling read() method on an InputStream object.

Answer: C

27) Character Stream Classes support input/output operations on \_\_\_\_\_\_\_ characters:

A. 8 bit Unicode

B . 16 bit Unicode

C . 32 bit Unicode

D . 64 bit Unicode

Answer: B

28)Which class do you use to read data from a text file?

A. File

B. PrintWriter

C. Scanner

D. System

Answer: C

29) Which component cannot be added to a container?

A. JPanel

B. JButton

C. JFrame

D. JComponent

Answer: C

30) Analyze the following code.

import java.awt.\*;

import javax.swing.\*;

public class Test

{

public static void main(String[] args)

{

Component c = new JButton("OK");

JFrame frame = new JFrame("My Frame");

frame.add(c);

frame.setDefaultCloseOperation(JFrame.EXIT\_ON\_CLOSE);

frame.setVisible(true);

}

}

A. You cannot assign a JButton to a variable of java.awt.Component.

B. You can only add c to a container because c's type is Component.

C. You cannot add a Swing component directly to a JFrame using add(c) prior to JDK 1.4, but it is OK in JDK 1.5.

D. You cannot create a JFrame using new JFrame("My Frame").

Answer: C

31) What should you use to position a Button within an application Frame so that the size of the Button is NOT affected by the Frame size?

A. a FlowLayout

B. a GridLayout

C. the center area of a BorderLayout

D. the East or West area of a BorderLayout

E. the North or South area of a BorderLayout

Answer: A

32) The method \_\_\_\_\_\_\_\_\_\_ sets the font (Helvetica, 20-point bold) in component C.

A. c.setFont(new Font("Helvetica", Font.bold, 20))

B. c.setFont(new Font("helvetica", BOLD, 20))

C. c.setFont(Font("Helvetica", Font.BOLD, 20))

D. c.setFont(new Font("Helvetica", Font.BOLD, 20))

Answer: D

33) To show the JTree root handles, invoke \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

A. setShowsRootHandles(true)

B. setRootHandles(true)

C. setShowsRootHandles(false)

D. setRootHandles(false)

Answer: A

34) Which method can be used to draw a rectangle in the a Applet?

A.drawRect()

B.drawPolygon()

C.drawLine()

D.all of these

Answer: D

35) To display text on the applet……..method is used.

A.showString()

B.drawString()

C.println()

D.printString()

Answer: B

36) The specific mechanisms and details of the operation of a socket is defined by \_\_\_\_\_\_\_\_\_\_\_.

A. the specific programming language in which the socket is implemented

B. the host operating system in which the socket is instantiated

C. the Internet standards committees that define transport layer services

D. the client-side application that creates the socket

Answer: B

37) The two parameters that must be specified in order to instantiate a Java “Socket” are \_\_\_\_\_\_.

A. a destination host id and a destination port number

B. source and a destination port numbers

C. source and destination IP addresses

D. the destination IP address and the destination socket id number

Answer: A

38)\_\_\_\_\_\_\_ is a subinterface of java.rmi.Remote that defines the methods for the server object.

A. Server object interface

B. Server implementation

C. RMI Registry

D. Server stub

Answer: A

39) \_\_\_\_\_\_\_\_\_\_\_\_is a class that implements the remote object interface.

A. Server object interface

B. Server implementation

C. RMI Registry

D. Server stub

E. Server Skeleton

Answer: B

40) To obtain an ObjectOutputStream from a socket, use \_\_\_\_\_\_\_\_.

A. socket.getOutputStream()

B. socket.getObjectStream()

C. socket.getObjectOutputStream()

D. new ObjectOutputStream(socket.getOutputStream())

Answer: D