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Tests & Quizzes

Quiz1

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Part 1 of 3 - True or False 4.0 / 10.0 Points

Question 1 of 10 0.0 1.0 Points

Which command has Just-In-Time (JIT) compiler involved?

- ☒ A. javac Hello.java
- ☒ B. javac Hello.class
- ☒ C. java Hello
- ☒ D. java Hello.java

Answer Key: C

Question 2 of 10 0.0 1.0 Points

Assume we have the following method. `double add(int x, float y) { return x + y; }` Which one is NOT correct way to overload the above method?

- ☒ A. `double add(float x, int y) { return x + y; }`
- ☒ B. `double add(){ return 1 + 2.0 ; }`
- ☒ C. `double add(long x, double y){ return x + y; }`
- ☒ D. `float add(int a, float b){ return a + b; }`

Answer Key: D

Question 3 of 10 1.0 1.0 Points

Which one is FALSE when declaring an immutable class.

- ☒ ☐ A. Declare the class as final so it can't be extended.
- ☒ ☐ B. Make all fields private so that direct access is not allowed.
- ☒ ☐ C. Initialize fields with setter methods
- ☒ ☐ D. Make all mutable fields final so that it's value can be assigned only once.

Answer Key: C

Question 4 of 10 0.0 1.0 Points

What is the output of the following program.

```
public class Main {  
  
    public static void main(String[] args) {  
  
        char c = 65;  
  
        System.out.println(c);  
  
    }  
}
```

- ☒ ☐ A. 65a
- ☒ ☐ B. A
- ☒ ☐ C. 65
- ☒ ☐ D. 66

Answer Key: B

Question 5 of 10 1.0 1.0 Points

What is the output of the following program?

```
public class Main {  
    public static void main(String[] args) {  
        int k = 0;
```

```
int m = 3 * k++;  
System.out.println(m + " and " + k);
```

```
}
```

```
}
```

- ☒ A. 0 and 0
- ☒ B. 3 and 1
- ☒ C. 3 and 0
- ☒ D. 0 and 1

Answer Key: D

Question 6 of 10 0.0 1.0 Points

Which statement below is created in stack memory?

- ☒ A.

```
class A{
```

```
    final static int i = 99;
```

```
}
```

- ☒ B.

```
public static void main(String[] arr){
```

```
    int i = 99;
```

```
}
```

- ☒ C. new Person[3];
- ☒ D. new int[] {1, 2, 30};

Answer Key: B

Question 7 of 10 0.0 1.0 Points

According the statements below, which one of following is true.

```
String s1 = "hello";  
String s2 = "world";  
String s3 = "hello" + "world";  
String s4 = s1 + "world";  
String s5 = s1 + s2;  
String s6 = (s1 + s2).intern();
```

- ☒ A. s3==s4;
- ☒ B. s3==s5;
- ☒ C. s4==s5;
- ☒ D. s3==s6;

Answer Key: D

Question 8 of 10 1.0 1.0 Points

```
public class A {  
    String name;  
    A(String name) {  
        this.name = "Hello " + name;  
    }  
    public static void main(String[] args) {  
        A h = new A("World");  
        System.out.println(h.name);  
    }  
}
```

- ☒ A. Hello World
- ☒ B. Hello
- ☒ C. Compiler Error
- ☒ D. World

Answer Key: C

Question 9 of 10 0.0 1.0 Points

The key of java power "Write once, run everywhere" is

- ☒ A. Native Code
- ☒ B. Byte Code
- ☒ C. Binary Code
- ☒ D. Source Code

Answer Key: B

Question 10 of 10 1.0 1.0 Points

Which one of these classes below is not immutable?

- ☒ A. LocalDate
- ☒ B. LocalDateTime
- ☒ C. String
- ☒ D. Date

Answer Key: D**Part 2 of 3 - True or False 7.0 / 10.0 Points**

Question 1 of 10 1.0 1.0 Points

An int value can not be assigned to Integer type variable directly,

- ☒ A. True
- ☐ B. False

Answer Key: False

Question 2 of 10 1.0 1.0 Points

The natural ordering on Strings is alphabetical order

- ☒ A. True

☐ B. False

Answer Key: True

Question 3 of 10 1.0 Points. Point(s) deducted for incorrect answer: 1.0
Final variables still need mutator methods.

✓ ☐ A. True
☐ B. False

Answer Key: False

Question 4 of 10 1.0 Points
In Java the primitive type boolean has only 2 values: 1 and 0

✗ ☐ A. True
☐ B. False

Answer Key: False

Question 5 of 10 1.0 Points
All three parts of the for(...) loop expression are optional.

✗ ☐ A. True
☐ B. False

Answer Key: True

Question 6 of 10 1.0 Points. Point(s) deducted for incorrect answer: 1.0
static members are initialized before instance variables.

✓ ☐ A. True
☐ B. False

Answer Key: True

Question 7 of 10 1.0 Points. Point(s) deducted for incorrect answer: 1.0
Variables in interface are only modified by public final.

✓ ☐ A. True

☐ B. False

Answer Key: False

Question 8 of 10 1.0 Points. Point(s) deducted for incorrect answer: 1.0
String literal is interned in String constant pool.

✓ ☐ A. True
☐ B. False

Answer Key: True

Question 9 of 10 1.0 Points
Java variable names can start with underscores.

✗ ☐ A. True
☐ B. False

Answer Key: True

Question 10 of 10 1.0 Points. Point(s) deducted for incorrect answer: 1.0
The object of new Employee("Bob"); will be recycled by garbage collector soon.

✓ ☐ A. True
☐ B. False

Answer Key: True

Part 3 of 3 - Short answer questions. 0.0 / 10.0 Points

Question 1 of 3 1.0 Points

Declare an enumerated data type named RGB which has the values RED, GREEN, and BLUE.

```
enum RGB {  
    RED,  
    GREEN,  
    BLUE  
}
```

Model Short Answer: enum RGB { RED, YELLOW, BLUE };

Question 2 of 3 4.0 Points

Write a class called Singleton, make sure you can only create a single object for it.

```
Public Class Singleton() {
```

```
Private Singleton;
```

```
}
```

```
public static Singleton getInstance(){
```

```
return this.Singleton;
```

```
}
```

Model Short Answer:

Solution 1.

```
public class Singleton {  
    private static Singleton singleton = new Singleton( );
```

```
    /* A private Constructor prevents any other
```

```
    * class from instantiating.
```

```
    */
```

```
    private Singleton() { }
```

```
    /* Static 'instance' method */
```

```
    public static Singleton getInstance( ) {
```

```
        return singleton;
```

```
    }
```

```
}
```

Solution 2

```
public class ClassicSingleton {
```

```
    private static ClassicSingleton instance = null;
```

```
    private ClassicSingleton() {
```



```
// Exists only to defeat instantiation.
}

public static ClassicSingleton getInstance() {
    if(instance == null) {
        instance = new ClassicSingleton();
    }
    return instance;
}
}
```

Question 3 of 3 5.0 Points

Write a program to reverse a input string, StringBuilder and StringBuffer are not allowed.

```
Public static Void Main(Strings[] args) {
Scanner sc = new Scanner(system.in);
System.out.println("Enter the Input String to be Reversed: ");
String word = sc.nextLine();
sc.Close();
System.out.println("The Reversed String is: ");

for (int i = word.length() - 1; i = 0; i--) {
System.out.print(charAt[i]);
}
}
```

Model Short Answer:

```
public static String reverse(String input){
    char[] in = input.toCharArray();
    int begin=0;
    int end=in.length-1;
    char temp;
    while(end>begin){
        temp = in[begin];
        in[begin]=in[end];
        in[end] = temp;
        end--;
        begin++;
    }
}
```

```
}  
return new String(in);  
}
```



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