Question 1

Correct

Mark 1.00 out of 1.00

Flag question

___ and ____ are the access specifiers that can be applied to top level Class.

Select one or more:

- [x] public ✔
- [ ] private
- [ ] protected
- [x] default ✔

Question 2

Correct

Mark 1.00 out of 1.00

Flag question

```
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:

- ( ) 100
- ( ) Executes but no output
- ( ) Run time error
- (•) Compile time error ✔

Question 3

Correct

Mark 1.00 out of 1.00

Flag question

Choose the appropriate access specifier for the attribute value so that it can be accessed from anywhere.

```
class Test
{
public ✔ int value;
}
```

Question 4

Correct

Mark 1.00 out of 1.00

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}
}
```

Question 5

Correct

Mark 1.00 out of 1.00

Flag question

Analyze the below program, and fill the correct code so that it produces the below output:

```
0
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.getBookId()); ✔

System.out.println(bobj.getBookPrice()); ✔

bobj.setBookId(101); ✔

System.out.println(bobj.getBookId()); ✔

```
        }
}
```

System.out.println(bobj.getBookPrice()); | System.out.println(bobj.getBookId());

bobj.setBookId(101);

Question 6

Correct

Mark 1.00 out of 1.00

Flag question

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:

- Compile time error ✔
- 0
- 1
- Any value

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 = bookId;
    }
    public double getBookPrice() {
        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:

- bobj is not initialized
- Getter method should not be called inside System.out.println
- "+" symbol should not be used in System.out.println
- 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 employeId;
private float salary;

✔ public void setSalary(float salary1) {

✔ if(salary>0){
salary=salary1;
}

✔ }
}
```