

**FULL STACK DEVELOPMENT – WORKSHEET 3**

**Q1. Which one of the following is not a Java feature?**

- A. Object-oriented
- B. Use of pointers
- C. Portable
- D. Dynamic and Extensible

**Q2. Which of these cannot be used for a variable name in Java?**

- A. identifier & keyword
- B. identifier
- C. keyword
- D. none of the mentioned

**Q3. Which of the following is a superclass of every class in Java?**

- A. ArrayList
- B. Abstract class
- C. Object class
- D. String

**Q4. Which one is a valid declaration of a boolean?**

- A. boolean b1 = 1;
- B. boolean b2 = 'false';
- C. boolean b3 = false;
- D. boolean b4 = 'true'

**Q5. Which is the modifier when there is none mentioned explicitly?**

- A. protected
- B. private
- C. public
- D. default

**Q6. All the variables of interface should be?**

- A. default and final
- B. default and static
- C. public, static and final
- D. protect, static and final

**Q7. Which of these data types is used to store command line arguments?**

- A. Array
- B. Stack
- C. String
- D. Integer

**Q8. How many arguments can be passed to main()?**

- A. Infinite
- B. Only 1

- C. System Dependent
- D. None of the mentioned

**Q9.**What will be the output of the following Java program, Command line execution is done as – “java Output This is a command Line”?

```
class Output
{
    public static void main(String args[])
    {
        System.out.print(args[0]);
    }
}
```

- A. java
- B. Output
- C. This
- D. is

**Q10.**What is the value of “d” in the following Java code snippet?

```
double d = Math.round ( 2.5 + Math.random() );
```

- A. 2
- B. 3
- C. 4
- D. 2.5

**Q11.**Which of these methods is a rounding function of Math class?

- A. max()
- B. min()
- C. abs()
- D. all of the mentioned

**Q12.** Standard output variable ‘out’ is defined in which class?

- A. Void
- B. Process
- C. Runtime
- D. System

**Q13.**What will be the output of the following Java program?

```
class main_class
{
    public static void main(String args[])
    {
        int x = 9;
```

```
    if (x == 9)
    {
        int x = 8;
        System.out.println(x);
    }
}
```

- A. 9
- B. 8
- C. Compilation error
- D. Runtime error

**Q14.** Which of these is the method which is executed first before execution of any other thing takes place in a program?

- A. main method
- B. static method
- C. private method
- D. finalize method

**Q15.** Which of these can be used to differentiate two or more methods having the same name?

- A. Parameters data type
- B. Number of parameters
- C. Return type of method
- D. All of the mentioned

**Q16.** What will be the output of the following Java program?

```
class Output
{
    static void main(String args[])
    {
        int x , y = 1;
        x = 10;
        if(x != 10 && x / 0 == 0)
            System.out.println(y);
        else
            System.out.println(++y);
    }
}
```

- A. 1
- B. 2
- C. Runtime Error

**D. Compilation Error**

**Q17.**What will be the output of the following Java program?

```
class area
{
    int width;
    int length;
    int height;
    area()
    {
        width = 5;
        length = 6;
        height = 1;
    }
    void volume()
    {
        volume = width * height * length;
    }
}
```

**class cons\_method**

```
{
    public static void main(String args[])
    {
        area obj = new area();
        obj.volume();
        System.out.println(obj.volume);
    }
}
```

- A. 0
- B. 1
- C. 25
- D. 30

**Q18.** Write Syntax to create/define java methods.

**Q19.** Write a java program following instructions

- A. Make a class Addition
  - a. initialize sum as 0

- b. make addTwoInt method taking two int parameters a,b. make sum = a+b.  
Return Sum

**B. define class as Method Call. Define main method**

- a. Create object of class Addition
- b. call method using instance of object
- c. Print sum

**Q20. Write a java program following instructions**

**A. Define a class Example**

- a. Define two instance variables number and name
- b. Define accessor (getter) methods
- c. Define mutator (setter) methods
- d. define method printDetails —> print name and number

**B. Define public class Demo (Main Class)**

- a. Define main method
- b. Make Instance/object of example class
- c. set number and name using instance created as 123 and Your name.
- d. call printDetails method using instance

