

### Quiz- Java-Exam-5, Round-39

1. Which of these method of Thread class is used to find out the priority given to a thread?

- a) get()
- b) ThreadPriority()
- c) **getPriority()**
- d) getThreadPriority()

2. Which of these method of Thread class is used to Suspend a thread for a period of time?

- a) **sleep()**
- b) terminate()
- c) suspend()
- d) stop()

3. Which function of pre defined class Thread is used to check whether current thread being checked is still running?

- a) **isAlive()**
- b) Join()
- c) isRunning()
- d) Alive()

4. What is the output of this program?

```
1.      class
2.      multithreaded_programing
3.      {
4.          public static void
5.          main(String args[])
6.          {
7.              Thread t =
8.              Thread.currentThread();
9.              t.setName("New
10.             Thread");
11.             System.out.println(t);
12.         }
13.     }
```

- a) Thread[5,main].
- b) Thread[New Thread,5].
- c) Thread[main,5,main].

d) Thread[New Thread,5,main].

5. What is the priority of the thread in output of this program?

```
1.      class
2.      multithreaded_programing
3.      {
4.          public static void
5.          main(String args[])
6.          {
7.              Thread t =
8.              Thread.currentThread();
9.              t.setName("New
10.             Thread");
11.             System.out.println(t.getName(
12.             ));
13.         }
14.     }
```

- a) main
- b) Thread
- c) **New Thread**
- d) Thread[New Thread,5,main].

6. What is the name of the thread in output of this program?

```
1.      class
2.      multithreaded_programing
3.      {
4.          public static void
5.          main(String args[])
6.          {
7.              Thread t =
8.              Thread.currentThread();
9.              System.out.println(t.getPrior
10.             ity());
11.         }
12.     }
```

- a) 0
- b) 1
- c) 4
- d) **5**

7. What is the name of the thread in output of this program?

```
1.      class
   multithreaded_programing
2.      {
3.          public static void
   main(String args[])
4.          {
5.              Thread t =
   Thread.currentThread();
6.          System.out.println(t.isAlive(
   ));
7.      }
8.  }
```

- a) 0
- b) 1
- c) true**
- d) false

8. Which of these stream contains the classes which can work on character stream?

- a) InputStream
- b) OutputStream
- c) Character Stream**
- d) All of the mentioned

9. Which of these class is used to read characters in a file?

- a) FileReader**
- b) FileWriter
- c) FileInputStream
- d) InputStreamReader

10. Which of these method of FileReader class is used to read characters from a file?

- a) read()**
- b) scanf()
- c) get()
- d) getInteger()

11. Which of these class can be used to implement the input stream that uses a

character array as the source?

- a) BufferedReader
- b) FileReader
- c) CharArrayReader**
- d) FileReader

12. Which of these classes can return more than one character to be returned to input stream?

- a) BufferedReader
- b) Bufferedwriter
- c) PushbackReader**
- d) CharArrayReader

13. How can we remove an object from ArrayList?

- a) remove() method
- b) using Iterator
- c) remove() method and using Iterator**
- d) delete() method

14. How to remove duplicates from List?

- a) HashSet<String> listToSet = new HashSet<String>(duplicateList);**
- b) HashSet<String> listToSet = duplicateList.toSet();
- c) HashSet<String> listToSet = Collections.convertToSet(duplicateList);
- d) HashSet<String> listToSet = duplicateList.getSet();

15. How to sort elements of ArrayList?

- a) Collection.sort(listObj);
- b) Collections.sort(listObj);
- c) listObj.sort();
- d) Sorter.sortAsc(listObj);**

16. When two threads access the same ArrayList object what is the outcome of the program?

- a) Both are able to access the object

**b) ConcurrentModificationException is thrown**

- c) One thread is able to access the object and second thread gets Null Pointer exception
- d) One thread is able to access the object and second thread will wait till control is passed to the second one

17. How is Arrays.asList() different than the standard way of initialising List?

- a) Both are same
- b) Arrays.asList() throws compilation error
- c) Arrays.asList() returns a fixed length list and doesn't allow to add or remove elements**
- d) We cannot access the list returned using Arrays.asList()

18. What is the difference between length() and size() of ArrayList?

- a) length() and size() return the same value
- b) length() is not defined in ArrayList
- c) size() is not defined in ArrayList
- d) length() returns the capacity of ArrayList and size() returns the actual number of elements stored in the list**

19. Which class provides thread safe implementation of List?

- a) ArrayList
- b) CopyOnWriteArrayList**
- c) HashList
- d) List

20. Which of the below is not an implementation of List interface?

- a) RoleUnresolvedList
- b) Stack
- c) AttibuteList
- d) SessionList**

21. What is the worst case complexity of accessing an element in ArrayList?

- a) O(n)
- b) O(1)**
- c) O(nlogn)
- d) O(2)

22. When an array is passed to a method, will the content of the array undergo changes with the actions carried within the function?

- a) True**
- b) False

23. Which of these packages contains all the classes and methods required for even handling in Java?

- a) java.applet
- b) java.awt
- c) java.event
- d) java.awt.event**

24. What is an event in delegation event model used by Java programming language?

- a) An event is an object that describes a state change in a source**
- b) An event is an object that describes a state change in processing
- c) An event is an object that describes any change by the user and system
- d) An event is a class used for defining object, to create events

25. Which of these methods are used to register a keyboard event listener?

- a) KeyListener()
- b) addKistener()
- c) addKeyListener()**
- d) eventKeyListener()

26. Which of these methods are used to register a mouse motion listener?

- a) addMouse()
- b) addMouseListener()
- c) addMouseMotionListener()**
- d) eventMouseMotionListener()

27. What is a listener in context to event handling?

- a) A listener is a variable that is notified when an event occurs
- b) A listener is a object that is notified when an event occurs**
- c) A listener is a method that is notified when an event occurs
- d) None of the mentioned

28. Event class is defined in which of these libraries?

- a) java.io
- b) java.lang
- c) java.net
- d) java.util**

29. Which of these methods can be used to determine the type of event?

- a) getID()**
- b) getSource()
- c) getEvent()
- d) getEventObject()

30. Which of these class is super class of all the events?

- a) EventObject**
- b) EventClass
- c) ActionEvent
- d) ItemEvent

31. Which of these events will be notified if scroll bar is manipulated?

- a) ActionEvent
- b) ComponentEvent

**c) AdjustmentEvent**

d) WindowEvent

32. Which of these events will be generated if we close an applet's window?

- a) ActionEvent
- b) ComponentEvent
- c) AdjustmentEvent
- d) WindowEvent**