

## **Mock Test Paper1**

1. Which is default package for every java program?
  - a) java.default
  - b) java.io
  - c) java.util
  - d) java.lang
  
2. How many memories are there in java?
  - a) 4
  - b) 5
  - c) 3
  - d) 2
  - e) 1
  
3. A .class file contains?
  - a) Java code
  - b) Byte code
  - c) Assembly code
  - d) All the above
  
4. Using which operator we can create object in java?
  - a) create
  - b) open
  - c) new
  - d) start

5. Which variable take place in heap area?
- a) Instance variable
  - b) Static variable
  - c) Local variable
  - d) None
6. Which module is used to develop mobile applications?
- a) J2SE
  - b) J2EE
  - c) J2ME
  - d) All the above
7. A variable which is declared inside method, block and constructor is called?
- a) Instance variable
  - b) Local variable
  - c) Static variable
  - d) Reference variable
8. Who is responsible to create objects in java?
- a) Compiler
  - b) JVM
  - c) constructor
  - d) User
9. Which class loader is used to load .class file to JVM?
- a) Application class loader
  - b) Extension class loader
  - c) Bootstrap class loader
  - d) None of the above

10. How many types of classes are there in java?
- a) Seven
  - b) Six
  - c) Five
  - d) One
  - e) Two
  - f) Three
11. Which module is used to develop Enterprises Applications?
- a) JSE
  - b) JEE
  - c) JME
  - d) All the above
12. Which import statement is highly recommended to use?
- a) Implicit class import
  - b) Static import
  - c) Explicit class import
  - d) Java import
13. Which import statement is used to call static members directly?
- a) Implicit class import
  - b) Static import
  - c) Explicit class import
  - d) Java import

14. What is the output of below code?

```
int i= 10 >> 3;  
++i;  
System.out.println(i);
```

- a) 1
- b) 2
- c) 3
- d) 4

15. What would be the output of below code?

```
int i=10;  
  
int j=i++ + i++ + i--;  
  
System.out.println(i+" "+j);
```

- a) 11 33
- b) 11 29
- c) 12 29
- d) 12 33

16. Which block is executed at the time of class loading?

- a) Instance block
- b) Static block
- c) Local block
- d) Reference block

17. Can we declare multiple classes in a java program?

- a) Yes
- b) No

18. Who is the responsible to destroy objects in java?

- a) Constructor
- b) Destructor
- c) JVM
- d) Garbage Collector

19. What would be the output of below code?

```
int i=(!(5>20) && (6<10))?1:0;  
System.out.println(i);
```

- a) 1
- b) 0
- c) C.T.E
- d) R.E

20. What are the valid methods of Object class?

- a) toString()
- b) hashCode()
- c) equals()
- d) notify()
- e) notifyAll()
- f) all the above

21. Using which methods we can call Garbage Collector?

- a) `Runtime.getRuntime().gc();`
- b) `System.gc()`
- c) Both a and b
- d) None of the above

22. Which is used to find and fix bugs in the java programs?

- a) JVM
- b) JRE
- c) JDK
- d) JDB

23. What will be the output of below code?

```
int i=1;
while(i<=10)
{
    i++;
    System.out.print(i+" ");
    i--;
}
```

- a) 1 to 10
- b) 1 1 1 1 1 1 1 1 1 1
- c) Infinite 1
- d) C.T.E

24. What does the expression `float a=35/0` return?

- a) 0
- b) Not a Number
- c) Compile time Error
- d) Runtime Error

25. Evaluate the following java expression if X=3, Y=5 and Z=10?

**++Z + Y-Y + Z + X++**

- a) 24
- b) 25
- c) 26
- d) 20

26. What will be the output of the following program?

```
public class Test
{
    public static void main(String[] args){
        int count=1;
        while(count<=15){
            System.out.println(count%2==1? "***":"+++");
            count++;
        }
    }
}
```

- a) 15 Times \*\*\*
- b) 15 Times +++
- c) 8 Times \*\*\* and 7 Times +++
- d) Both will print only once.

27. Which java tool is used to see the list of methods present in a class?

- a) javap tool
- b) javaw command
- c) javadoc tool
- d) javah command

28. Which of the following for loop declaration is not valid?

- a) for(int i=99;i>=0;i/9)
- b) for(int i=7;i<=77;i+=7)
- c) for(int i=20;i>=2;--i)
- d) for(int i=2;i<=20;i=2\*i)

29. What will be the output of below code?

```
int i= 3+6/10+7%10+7*3+4-12;
```

- a) 25
- b) 21
- c) 20
- d) 23

30. What do you mean by namesless objects?

- a) An object created by using new keyword
- b) An object without having any name but having a reference.
- c) An object that has no reference
- d) An object having name but not reference