MCQ-QUESTIONS-5

Core Java Chapter-17 to 30 , Advance Java chapter-17, 18

1. ……………… is the one that calls itself. And ……. Is the one that never stops.
   Recursive, an infinite recursive
2. An object for reading data is called an ………. And an object for writing data is called an …………?
   Input stream, output stream
3. Why is row type unsafe?   --------**A raw type is unsafe because some errors cannot be detected by the compiler**
4. What is the time complexity of bubble sort?
5. What is priority queue?

   in a priority queue elements are assigned with priorities when accessing elements the elements   with the highest priority is removed first

6. Which method we use to give other runnable threads a chance to execute?-------**yield**
7. What is the default priority in java thread?--------**NORM_PRIORITY**
8. Which keyword we use to stop corrupting data when more than single thread is running……..
9. What method return a reference to its content pane?------**getContentPane()**
10. What method must a button listener implement?------**actionListner()**
11. What method of a frame's content pane is used to set layout manager?---- **setLayoutManager()**
12. How does FlowLayout() put components into the content frame?

Starts at the top, then the left to right in each row.

13. which of the following opens the file "myData.stuff" for input?

FileInputStream file = new FileInputStream("myData.stuff")

14. which of the following best describes the use of the synchronized keyword?

----**Allows two process to run in paralell but to communicate with each other.**

15. Which method give a line to read at a time?
16. Flash layout frame
17. Semantic event=> **Move,Action**
18. Which is not key listener? **=> KeyMoved()**
19. Source stream is called ……….**Input stream**
20. Action listener method
21. Which do not have title bar and border?
22. What is recursive method?
23. Iteration of bubble short
24. Which is not mouse motion event
25. Which is not key event

26. Component placed in rectangular grid
27. Generic declaration syntax
28. Uniquely input data
29. Is vector same as array?
30. Generic….. interrupted Error
31. Which class is the base class of swing component?

     (a) **Jcomponent** (b) Component (c) JFrame
32. String UI manager class name?
33. Flush () – **to avoid specify read.**
34. Display window – **set visible.**
35. Class appearance component – **look and feel.**
36. Display window specific size and location – **set bounce.**
37. Default priority – **NORM_PRIRITY**
38. Which is true for Thread –
39. Which layout managers are in javax.swing package? – **Box Layout and Spring Layout.**
40. Which layout manager put components in container like grid. – **Grid Layout**
41. What method of a frame return a reference?-----**getcontentPane()**
42. What is represent element in a sequence?

Written Questions

1. What is the function of wait () and notify ()?
2. What is deadlock?
3. What is stream? How you classify them?
4. What is collection? Write the type of collection.
5. What is event handler?
6. What is the advantages of adapter class? Write down three adapter class.
7. What is the feature of Swing?
8. What is layout manager?
9. What are the two ways of creating thread?
10. Write down the thread states diagram.

21. What do not have title bar and border?

        Ans : Every JComponent can have one or more borders.

Borders are incredibly useful objects that, while not themselves components,

know how to draw the edges of Swing components.

22. What is recursive method?

Ans :Recursion in java is a process in which a method calls itself continuously.

A method in java that calls itself is called recursive method.

23. Iteration of bubble short ?

Ans:We can create a java program to sort array elements using bubble sort.

Bubble sort algorithm is known as the simplest sorting algorithm.

24.Which is not mouse motion event ?

Ans: This event indicates a mouse action occurred in a component.

This low-level event is generated by a component object for Mouse Events and Mouse motion events.

a mouse button is pressed

a mouse button is released

a mouse button is clicked (pressed and released)

a mouse cursor enters the unobscured part of component's geometry

a mouse cursor exits the unobscured part of component's geometry

a mouse is moved

the mouse is dragged

OR=======

The signature of 5 methods found in MouseListener interface are given below:

public abstract void mouseClicked(MouseEvent e);

public abstract void mouseEntered(MouseEvent e);

public abstract void mouseExited(MouseEvent e);

public abstract void mousePressed(MouseEvent e);

public abstract void mouseReleased(MouseEvent e);

25. (Whis is not key event?) Whis is key event?

Ans: On entering the character the Key event is generated.

There are three types of key events which are represented by the integer constants.

These key events are following

KEY_PRESSED

KEY_RELASED

KEY_TYPED

OR =============

java.awt.event

Class KeyEvent

java.lang.Object

java.util.EventObject

java.awt.AWTEvent

java.awt.event.ComponentEvent

java.awt.event.InputEvent

java.awt.event.KeyEvent

All Implemented Interfaces:

Serializable

26. Component placed in rectangular grid ?

Ans: Constructors of GridLayout class :

1. GridLayout(): creates a grid layout with one column per component in a row.

2. GridLayout(int rows, int columns): creates a grid layout with the given rows

and columns but no gaps between the components.

3. GridLayout(int rows, int columns, int hgap, int vgap): creates a grid layout with the given rows and

 columns alongwith given horizontal and vertical gaps.

27. Generic declaration syntax ?

Ans: Syntax to use generic collection :

ClassOrInterface<Type>

Example to use Generics in java

ArrayList<String>

29.Is vector same as array?

Ans: a) ArrayList is not synchronized.

Vector is synchronized.

b) ArrayList increments 50% of current array size

if the number of elements exceeds from its capacity.

Vector increments 100% means doubles the array size

if the total number of elements exceeds than its capacity.

c) ArrayList is not a legacy class. It is introduced in JDK 1.2.

Vector is a legacy class.

d) ArrayList is fast because it is non-synchronized.

Vector is slow because it is synchronized, i.e., in a multithreading environment,

it holds the other threads in runnable or non-runnable state until current thread releases the lock of the object.

e) ArrayList uses the Iterator interface to traverse the elements.

A Vector can use the Iterator interface or Enumeration interface to traverse the elements.

30. Generic….. interrupted Error

Ans: Error Vs Exception In Java :

1) Recovering from Error is not possible. The only solution to errors is to terminate the execution.

Where as you can recover from Exception by using either try-catch blocks or throwing exception back to caller.

2) You will not be able to handle the Errors using try-catch blocks. Even if you handle them using try-catch blocks,

 your application will not recover if they happen. On the other hand, Exceptions can be handled using

 try-catch blocks and can make program flow normal if they happen.

3) Exceptions in java are divided into two categories – checked and unchecked.

 Where as all Errors belongs to only one category i.e unchecked.

OR,   Below is the quick recap of above points.   Errors

1) Errors in java are of type java.lang.Error.

2) All errors in java are unchecked type.

3) Errors happen at run time. They will not be known to compiler.

4) It is impossible to recover from errors.

5) Errors are mostly caused by the environment in which application is running.

Examples :

java.lang.StackOverflowError, java.lang.OutOfMemoryError

Exceptions

1) Exceptions in java are of type java.lang.Exception.

2) Exceptions include both checked as well as unchecked type.

3) Checked exceptions are known to compiler where as unchecked exceptions are

 not known to compiler because they occur at run time.

4) You can recover from exceptions by handling them through try-catch blocks.

5) Exceptions are mainly caused by the application itself.

Examples :

Checked Exceptions : SQLException, IOException

Unchecked Exceptions : ArrayIndexOutOfBoundException, ClassCastException, NullPointerException