**Chapter 10**

1. A collection is a single object managing a group of objects. The objects in the collection are called elements. Which of the following does not allow duplicate value?
2. Collection
3. Set
4. List
5. None

Answer: B

1. Maps are sometimes called associative arrays. The Map interface provides three methods. Which of the following in not Map method -
2. entrySet
3. keyset
4. values
5. indexOf

Answer: d

1. The Comparable interface is a member of the class?
2. Java.util package
3. Java.io package
4. Java.lang package
5. None

Answer: c

1. The Comparator interface is a member of the class?
2. Java.util package
3. Java.io package
4. Java.lang package
5. none

Answer: A

1. class Employee implements Comparable{

}

Which of the following is an overloaded method?

1. compareTo(object O)
2. compareTo(employee)
3. compare(object O1, object O2)
4. All of the above

Answer: A

1. class Employee implements Comparable<employee>{

}

Which of the following is an overloaded method?

1. compareTo(object O)
2. compareTo(employee)
3. compare(object O1, object O2)
4. All of the above

Answer: B

1. ArrayList<Employee> em = new ArrayList< Employee >();

Which of the following is true about this code?

* 1. The addition of Employee type to the array list generates a compilation error.
  2. The addition of a non-Employee type to the array list generates a compilation error.
  3. Only can add Employee type and its sub class object.
  4. Can add any type of object.

Answer: B, C

1. ArrayList<? extends Employee> em = new ArrayList<? extends Employee >();

Which of the following is true about this code?

* 1. The addition of Employee type to the array list generates a compilation error.
  2. The addition of a non-Employee type to the array list generates a compilation error.
  3. Only can add Employee type and its sub class object.
  4. Only can add Employee’s sub class object.

Answer: B, D

1. Which of the following is not method of Iterator?
   1. hasNext()
   2. next()
   3. add()
   4. remove()

Answer: C

**Chapter 11-12**

1. Which interfaces is/are implements by InputStream?
2. Readable
3. writeable
4. Closeable
5. Serizeable

Answer: a,c

1. Which is not a method of OutputStream?
2. Read
3. Ready
4. Flash
5. Wait

Answer: d

1. Which is a not fundamental type of nodes?
2. Pipes
3. Memory
4. String
5. Files

Answer: c

1. Which are correct for File InputStream to handling Exception ?
2. IOException
3. ClaseNotFoundException
4. FileNotFoundException
5. Above all

Answer: a, c

1. Which is correct for Serializable ?
2. Static field are not serialized
3. Methods and constructors are not part of the serialized stream
4. When operation fails throw the NotSerializableException
5. The transient keyword prevents the data from being serialized
6. Above all

Answer: e

1. What is the job of flush() method ?
2. To flush your local disk
3. To force writes
4. To avoid specific data read
5. above all

Answer: b

1. Which method we call to read a line at a time?
2. Read()
3. readLine()
4. input method
5. above all

Answer: b

1. When we used System.in is an InputStream object?
2. User’s keyboard
3. Commendline input
4. a) and b)
5. None

Answer : a

1. %x return an integer as a
2. Hexadecimal
3. Octal
4. Decimal
5. Above all

Answer: a

1. Which methods provide directory utilities?
2. String [] list()
3. Boolean mkdr()
4. Long length()
5. String getPath()

Answer: a,b

1. TO use the readLine method we use
2. Filewriter
3. PrintWriter
4. BufferedRader
5. FileReader

Answer : c

1. class Employee { }

out is an valid object of ObjectOutputStream and emp is an object of Employees.

What happened when we call out.writeObject(emp);

1. Successfully run
2. No Serializable
3. Unsuccessfully with IOException
4. None

Answer : a

**Chapter-13**

1. Which one is given endpoints of a communication link between processes ?
2. Server
3. **Socket**
4. Stream
5. How many streams hold on a socket ?
6. One
7. **Two**
8. Five
9. The programmer specifies which port ?
10. **Server port**
11. Client port
12. Client-port number
13. Port number values range from-
14. 1-65535
15. **0-65535**
16. 1024-65535
17. The Server opens the socket connection by which method ?
18. socket()
19. serverSocket(5432)
20. **accept()**
21. In java programming language establishing a server connection use ServerSocket and Socket networking classes, which package?
22. Import java.io.\*;
23. Import.java.net.\*;
24. **Import java.net.\*;**
25. Create a socket for get an input stream from the socket, which is true?
26. Socket s1=new Socket(“127.0.01”, 5433);
27. try{Socket s1=new Socket(readLine(), 5433)

};

1. Socket s1=new Socket(“127.0.01”, 5432);
2. **try{ Socket s1=new Socket(“127.0.01”, 5432)**

**};**

1. Connection to the URL Address which method use?
2. String getPath();
3. **openConnection();**
4. URLConnection();
5. String getPort();

**Chapter-14**

1. What is the name of the method used to start a thread execution?
2. init();
3. run();
4. **start();**
5. resume();
6. Which two are valid constructors for Thread?
7. Thread(Runnable r, String name)
8. Thread()
9. Thread(int priority)
10. Thread(Runnable r, ThreadGroup g)
11. Thread(Runnable r, int priority)
12. 1 and 3
13. 2 and 4
14. **1 and 2**
15. 2 and 5
16. Which three are methods of the Object class?
17. notify();
18. notifyAll();
19. isInterrupted();
20. synchronized();
21. interrupt();
22. wait(long msecs);
23. sleep(long msecs);
24. yield();
25. 1, 2, 4
26. 2, 4, 5
27. **1, 2, 6**
28. 2, 3, 4
29. Which method registers a thread in a thread scheduler?
30. run();
31. construct();
32. **start();**
33. register();
34. Which class or interface defines the *wait()*, *notify()*,and *notifyAll()* methods?
35. **Object**
36. Thread
37. Runnable
38. Class

public class MyRunnable implements Runnable

{

public void run()

{

// some code here

}

}

Which of these will create and start this thread?

1. new Runnable(MyRunnable).start();
2. new Thread(MyRunnable).run();
3. **new Thread(new MyRunnable()).start();**
4. new MyRunnable().start();
5. class X implements Runnable

{

public static void main(String args[])

{

/\* Missing code? \*/

}

public void run() {}

}

Which of the following line of code is suitable to start a thread ?

1. Thread t = new Thread(X);
2. Thread t = new Thread(X); t.start();
3. **X run = new X(); Thread t = new Thread(run); t.start();**
4. Thread t = new Thread(); x.run();

**Chapter 17**

1. The fundamental elements that you need to create a GUI reside in two packages, which are those?
   1. **java.awt and java.swing**
   2. java.swing and java.lang
   3. java.awt and java.util
   4. java.swing and java.io
2. What is true about Model-View-Controller (MVC) Architecture?
   1. The model that stores the data that defines the component.
   2. The view that creates the visual representation of the component from the data in the model.
   3. The controller that deals with user interaction with the component and modifies the model and/of the view in response to a user action as necessary.
   4. A, B and C

Answer: D

1. Which of the following class provide a uniform cross –platform look-and-feel, and you can use it on any platform.
   1. Java.swing.plaf.metal.MetalLookAndFeel
   2. com.sum.java.swing.plaf.motif.MotifLookAndFeel
   3. com.sum.java.swing.plaf.windows.WindowsLookAndFeel
   4. com.sum.java.swing.plaf.windows.WindowsClassicLookAndFeel

Answer: A

1. The setDefaultCloseOperation() method have four possible argument values we can use. DISPOSE\_ON\_CLOSE is one of them. What is it does?
   1. This makes the close operation for the frame window ineffective.
   2. This just hides the window by calling its setVisible() method whit an argument of false.
   3. This causes the frame and any components it contains to be destroyed but doesn’t terminate the application.
   4. Can close the window by either clicking on the X icon or selection close from the menu.

Answer: C

1. contentPane is returned when you call the getContentPane() method for the JFrame object. What type of object getContentPane() return?
   1. JLayeredPane
   2. JInternalPane
   3. JRootPane
   4. JGlassPane

Answer: B

1. Which Layout Manager is the default layout manager of the JPanel ?
   1. BorderLayout
   2. CardLayout
   3. GridLayout
   4. FlowLayout

Answer: D

1. What is the capability of Swing Components?
   1. Supports pluggable look-and-feel for components.
   2. Support for tooltips.
   3. Support for automatic scrolling.
   4. Component classes can be easily extended to create your own custom components.

Answer: All of the above

1. Which of the following is not a standard cursor?
   1. DEFAULE\_CURSOR
   2. WAIT\_CURSOR
   3. CLSE\_CURSOR
   4. SW\_RESIZE\_CURSOR

Answer: C

1. When setBounced() works on a component?
   1. BorderLayout
   2. CardLayout
   3. setLayout(null);
   4. FlowLayout

**Chapter 18**

1. Which Object we use to call the addActionListener() method to register Listener
2. JWindow
3. JButtion
4. JOptionPane
5. Above all

Answer: b

1. A window-based program is called a/an
2. Even-driven Program
3. GUI-driven Program
4. Applet Program
5. None

Answer : a

1. Java Library classes is Subclass of
2. Operating System
3. Event Handling
4. Both a and b
5. None

Answer : a

1. Which are Low-level Event
2. FocusEvent
3. MouseEvent
4. KeyEvent
5. ActionEvent

Answer : a, b, c

1. Which is not WindowListener Interface
2. WindowDeiconified(WindowEvent e)
3. WindowDeactivated(WindowEvent e)
4. WindowOpening(WindowEvent e)
5. WindowClosing(WindowEvent e)
6. Above all

Answer : c

1. Which is/are MouseListener
2. mouseClicked(MouseEvent e)
3. mouseEntered(MouseEvent e)
4. mouseExit(MouseEvent e)
5. mouseMoved(MouseEvent e)

Answer : a, b, c

1. Which is correct Statement
2. Class MouseHandler extends MouseAdatpor{}
3. Class MouseHandler implements MouseAdatpor{}
4. Class TypeListner implements ActionListner{}
5. None

Answer : a, c

1. Private JToolBar toolbar=new JToolBarf();

Is use for

1. Create window ToolBar
2. Create JButton
3. Both a and b
4. None

Answer : a

1. Both low-level and semantic events can arise simultaneously
2. True
3. False

Answer : a

1. Which is correct for Disable an Action
2. saveVisible(false);
3. closeAction,setEnabled(true);
4. saveAction.setEnabled(false);
5. closeAction.setEnabled(false);
6. printAction.setEnabled(false);

Answer : c, d, e.