



PROGRAMMING IN JAVA

Assignment7

TYPE OF QUESTION: MCQ

Number of questions: 10

Total mark: $10 \times 1 = 10$

QUESTION 1:

Which of the following streams contains the classes which can work on character stream?

- a. InputStream
- b. OutputStream
- c. FileReader
- d. FileWriter

Correct Answer: c, d

Detailed Solution:

Note: InputStream and OutputStream classes work on byte streams.

QUESTION 2:

Which of the following methods help in clearing the contents of the buffer:

- a. flush()
- b. clear()
- c. close()
- d. exit()

Correct Answer: a

Detailed Solution:

Note: Clear() and exit() are not any valid methods defined in any class in java.io package. The close() method closed a stream.



QUESTION 3:

In which Java APIs the classes for handling all IO-streams are defined?

- a. java.lang
- b. java.util
- c. java.io
- d. java.awt

Correct Answer: b

Detailed Solution:

java.io package is meant for handling io-streams in Java program.

QUESTION 4:

Which of the following statements is/ are NOT true?

- a. While you are creating an instance of File class, and if you do not use the file naming according to the convention of the local machine, the constructor will throw an exception of class `IOException`.
- b. A File object can be opened for both reading and writing simultaneously.
- c. When you create an object of Fileclass for writing, if the corresponding file does not exist on the local file system, then it will be created.
- d. Closing operation of a File object never faces any run-time error and hence need not to be placed under try-catch block.

Correct Answer: b

Detailed Solution:

You can open a File object either in read or write mode, but not both.



QUESTION 5:

Should FileReader be used to read a Java bytecode (e.g, a .class) file? Which of the following is an appropriate answer?

- a. No, bytecode files can only be executed, never read.
- b. No, the bytes in bytecode files are not intended to be interpreted as characters.
- c. Yes, any file can be read with FileReader under byte-stream class.
- d. Maybe, as long as the bytcodes were created on the same computer as the program usingFileReader.

Correct Answer: c

Detailed Solution:

Once can open a .class file and read its content using byte-stream class. However, the similar attempt with the FileReader class character stream is useless.

QUESTION 6:

Which of the following statement is NOT true for RandomAccessFile object?

- a. It can allow to open a file both in read and write mode.
- b. It can allow to store the data fields of any object and then reading the same.
- c. The seek(0) method of the object place the file pointer at the beginning of the file.
- d. It cannot be used to read a network line.

Correct Answer: d

Detailed Solution:

The RandomAccessFile is related to secondary storage only.

QUESTION 7:

Which of the following methods is/are must and to be override?

- a. `init()`
- b. `start()`
- c. `stop()`
- d. `paint()`

Correct Answer:d

Detailed Solution:

The `init()` and `paint()` methods are to be defined, as these two methods are abstract methods in the class `Applet`. The `start()` method cannot be overridden as it is `final`. However, an applet program can be executed successfully without any one of the applet method in it. In this case, it will draw a blank applet.

QUESTION 8:

Which of the following interface isNOT a member of `java.io` package?

- a. `DataInput`
- b. `ObjectInput`
- c. `Runnable`
- d. `FileFilter`

Correct Answer: c

Detailed Solution:

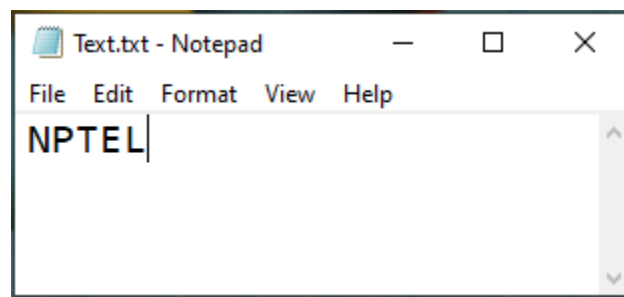
`Runnable` is defined in `java.lang` package, and the other interfaces are defined in `java.io` package.

QUESTION 9:

```
import java.io.*;

public class Question7{
public static void main(String[]args){
    try{
        InputStream file =new FileInputStream("../Text.txt");
        System.out.print(file.available());
    }
    catch(Exception e){
        System.out.print(e);
    }
}
```

The file **./Text.txt** when opened with the Notepad text editor, it shows the content as shown below.



Which of the following is the correct output for the 'try' portion of the code?

- a. Prints the number of bytes in the file.
- b. Prints the number of characters in the file.
- c. Prints 'true', if the file is present; else prints 'false'.
- d. Prints nothing, as an exception will be caught.

Correct Answer: a

Detailed Solution: Returns an estimate of the number of remaining bytes that can be read (or skipped over) from this input stream without blocking by the next invocation of a method for this input stream. The next invocation might be the same thread or another thread. A single read or skip of this many bytes will not block, but may read or skip fewer bytes.



QUESTION 10:

Which of the following methods help in clearing the contents of the buffer:

- a. flush()
- b. clear()
- c. close()
- d. exit()

Correct Answer: a

Detailed Solution:

Note: Clear() and exit() are not any valid methods defined in any class in java.io package. The close() method closed a stream.
