



OOPJ Practise Sep22
20 Questions

NAME : _____

CLASS : _____

DATE : _____

1. Which from the following is a feature that allows us to perform a single action in different ways.

Abstraction

Polymorphism

Encapsulation

Inheritance

2. **The process by which objects of one class acquire the properties of objects of another class is known as**

Polymorphism

Inheritance

Data Hiding

Association

3. How many objects can be made from a class?

None, you make classes from objects

one

As many as you want

All of the above

4. What is the difference between a class and an object?

A class is a blueprint to make an object

An object is a blueprint to make a class

A blueprint is an object to make a class

Blueprint class is an object make a

5. An object is an instance of a:

parameter

method

class

application

6. What is the main difference between float and double data types?

4.1 is an example of float.

4.11 is an example of double.

Float consists of 8 bytes, and double consists of 4 bytes.

Float consists of 4 bytes, and double consists of 8 bytes.

7. Java is short for "JavaScript".

true

false

8. A class that is inherited is called a ____ .

superclass

Subclass

subsetclass

Relativeclass

9. Which Java statement represents inheritance?

class body inherit Car

class body super Car

class body extends Car

class body this Car

class body override Car

10. Which of the following is/are false about inheritance in Java?

I. A subclass inherits all the methods and variables of the superclass.

II. A subclass can override the methods of its superclass

III. A subclass has access to the private instance variables of the superclass.

I only

II only

III only

I and II only

I and III only

11. What is the output of following Java Program?

```
class Online
{
    public
    void print()
    {
        System.out.println("Online::print() called");
    }
}
```

```
class OOP extends Online
{
    public
    void print()
    {
        System.out.println("OOP::print() called");
    }
}
```

```
public class Main
{
    public static void main(String[] args)
    {
        OOP ob = new OOP();
        ob.print();
    }
}
```

Online::print() called

OOP::print() called

12. Consider the following code.

```
class Vehicle
{
int maxSpeed = 120;
}
class Car extends Vehicle
{
int maxSpeed = 180;
void display() {
System.out.println("Maximum Speed: " + super.maxSpeed);
}
}

/* Driver program to test */
class Test
{
public static void main(String[] args)
{
Car small = new Car(); small.display();
}
}
```

In the program output, what is the maximum speed displayed?

- | | |
|-------------|-------------|
| 120 | 180 |
| 120 dan 180 | semua salah |

13. Given,
 int values[] = {1,2,3,4,5,6,7,8,9,10};
 for(int i=0;i< Y; ++i)
 System.out.println(values[i]);
 Find the value of value[i]?

- | | |
|----|-------------------|
| 10 | 11 |
| 15 | None of the above |

14. What is the output of the below Java code snippet with arrays?

```
static int[] nums;
public static void main(String args[])
{
System.out.println(nums.length);
}
```

- | | |
|---------------|--|
| 0 | null |
| compile error | Runtime Exception : NullPointerException |

15. The concept of multiple inheritances is implemented in Java by:
 I. Extending two or more classes.
 II. Extending one class and implementing one or more interfaces.
 III. Implementing two or more interfaces.

- | | |
|----------------|--------------|
| Only (II) | (I) and (II) |
| (II) and (III) | Only (I) |

16. In Java, declaring a class abstract is useful

- | | |
|--|---|
| To prevent developers from further extending the class | When it doesn't make sense to have objects of that class |
| When default implementations of some methods are not desirable | To force developers to extend the class not to use its capabilities |

17. A package in Java is a collection of:

Classes

Interfaces

Editing tools

Classes and interfaces

18. Which keyword is used to create constant values in Java?

const

final

sealed

const value

19. Which of the following are not Java keywords ?

double

switch

then

instanceof

20. Which statement will cause a compiler error?

`float[] f = new float(3);`

`float[]f1 = new float[3];`

`float f3[] = new float[3];`

`float f5[] = {1.0f, 2.0f, 2.0f};`