Question **1**

Incorrect

Mark -0.20 out of 1.00

Flag question

Question text

Choose right answer:

*Select one:*

a. When accessing the synchronized section, a thread exclusively obtains the monitor of the object listed here, or waits for the monitor to release another thread.

b. To run a thread, we override the *run* method in the descendant of the *Thread* class and then call it.

c. To start a thread, we override the *start* method in the descendant of the *Thread* class and then call it.

d. To run a thread, we override the start method in the descendant of the *Thread* class and then call the *run* method.

e. To call the *notify* method on an object, you must own a monitor to the thread that was slept using *wait*.

Feedback

Your answer is incorrect.

The correct answer is: When accessing the synchronized section, a thread exclusively obtains the monitor of the object listed here, or waits for the monitor to release another thread.

Question **2**

Incorrect

Mark -0.20 out of 1.00

Flag question

Question text

Choose right answer(given classes should be in the package java.io.):

*Select one:*

a. Descendants of the *OuputStream* class are intended for reading from byte-level streams.

b. The descendants of the *OutputBinaryStream*class are intended for reading from byte-level streams.

c. The *File* class is used to read and write files. It has the methods *fread*, *fwrite*, *fseek* and more.

d. Descendants of the *InputCharStream*class are intended for reading from character-level streams.

e. Descendants of *Writer* are designed to write to character-level streams.

Feedback

Your answer is incorrect.

The correct answer is: Descendants of *Writer* are designed to write to character-level streams.

Question **3**

Incorrect

Mark -0.20 out of 1.00

Flag question

Question text

Choose a right signature of the method Object.equals:

*Select one:*

a. public boolean equals(Object val1, Object val2)

b. public Boolean equals(Object val)

c. static int equals(Object val)

d. public int equals(Object val1, Object val2)

e. public boolean equals(Object val)

Feedback

Your answer is incorrect.

The correct answer is: public boolean equals(Object val)

Question **4**

Incorrect

Mark -0.20 out of 1.00

Flag question

Question text

Choose right answer about the method hashCode.

*Select one:*

a. The *hashCode*method is incorrectly defined in the Object class and must always be overriden.

b. For two objects (of the same type) for which *equals* returns true, the *hashCode* method must return a different value, and for the other should (for correct working of a hashtable) return the same value.

c. For two objects (of the same type) for which *equals*returns true , the *hashCode*method should return the same value, and for others it must return a different value.

d. The *hashCode* method is called when a hash code is needed for a given object - for example, in a hash table.

e. The *hashCode* method is correctly defined in the Object class, so we never have to override it.

Feedback

Your answer is incorrect.

The correct answer is: The *hashCode* method is called when a hash code is needed for a given object - for example, in a hash table.

Question **5**

Incorrect

Mark -0.20 out of 1.00

Flag question

Question text

Choose right answer (what is correct in Java):

*Select one:*

a. The *String* data type is not defined as a class.

b. The byte data type is not the same as the char data type.

c. The float data type always occupies 16 bits.

d. The value of the int data type is 64 or 32 bit, depending on the operating system you are using.

e. The void data type is used when we declare methods that return a value of an unknow type.

Feedback

Your answer is incorrect.

The correct answer is: The byte data type is not the same as the char data type.

Question **6**

Incorrect

Mark -0.20 out of 1.00

Flag question

Question text

Choose an incorrect anwer.

*Select one:*

a. A virtual machine installed in the system is required to run a Java application.

b. Java is a statically typed language and the program must be compiled.

c. A Java program requires recompilation when transferred to another platform.

d. Java supports threads directly and provides thread-to-thread synchronization mechanisms.

e. The range of numeric variables (e.g. int) does not depend on the version of the Java virtual machine.

Feedback

Your answer is incorrect.

The correct answer is: A Java program requires recompilation when transferred to another platform.

Question **7**

Incorrect

Mark -0.20 out of 1.00

Flag question

Question text

Person is a class. Choose right answer:

*Select one:*

a. The correct call to the instance (non-static) method of this class can be jump(10)->joe.

b. The correct call to the instance (non-static) method of this class can be joe.jump(int length).

c. The correct call to the instance (non-static) method of this class can be joe.jump().

d. The correct call to the instance (non-static) method of this class can be Person.jump(10).

e. The correct call to the instance (non-static) method of this class can be joe->jump(10).

Feedback

Your answer is incorrect.

The correct answer is: The correct call to the instance (non-static) method of this class can be joe.jump().

Question **8**

Correct

Mark 1.00 out of 1.00

Flag question

Question text

Choose right answer:

*Select one:*

a. The *finally*section is executed whenever you leave the *try*block.

b. All exceptions, except *Error*, can be handled by the try catch construct.

c. Unchecked exceptions cannot be handled and inherited from *RuntimeException*.

d. Checked exceptions are thrown in the code using *throws* and inherit directly from the Exception class.

e. All exceptions are handled in the *finally* section.

Feedback

Your answer is right.

Choose right answer:

The correct answer is: The *finally*section is executed whenever you leave the *try*block.

Question **9**

Correct

Mark 1.00 out of 1.00

Flag question

Question text

Choose an option where each word is a used and functional Java keyword:

*Select one:*

a. break, class, new, delete, switch, boolean

b. abstract, const, private, while, float, int

c. interface, char, boolean, else, String, for

d. class, extends, final, print, int, throws

e. final, finally, import, void, int, throw

Feedback

Your answer is right.

The correct answer is: final, finally, import, void, int, throw

Question **10**

Incorrect

Mark -0.20 out of 1.00

Flag question

Question text

Choose right answer:

*Select one:*

a. A maximum number non-public, non-nested classes is one per file.

b. Only one class can be defined in one Java source file and it always has the same name as the class (without the extension).

c. There are no restrictions on the number of public non-nested classes in the source files, but they must not have the same name.

d. A maximum number of public, nested classes is one per file.

e. The source code of the class is in the file with the extension .java. The translated java bytecode is in .class files.

Feedback

Your answer is incorrect.

The correct answer is: The source code of the class is in the file with the extension .java. The translated java bytecode is in .class files.

Question **11**

Incorrect

Mark -0.20 out of 1.00

Flag question

Question text

Choose right answer:

*Select one:*

a. The return keyword is always on the last line of the source code of a method definition.

b. The local variable is always valid for the entire lifetime of the object in which it is defined.

c. Calling the method named "super" in the constructor causes the ancestor constructor to be called and must not be followed by any other statement.

d. In instance methods, you can access instance variables (eg using this. variable = 0) even if they are private .

e. The final keyword used in a class avoids to create ancestors that class.

Feedback

Your answer is incorrect.

The correct answer is: In instance methods, you can access instance variables (eg using this. variable = 0) even if they are private .