## Unit 1

Q. No.	Question/Answer	Marks
1.	How to enable assertions in java?	1
Ans:	Enable them by running the program with the -enableassertions or -ea option. i.e java —ea classname	
2.	What is the use of finally clause in Java?	1
Ans	There may be times when you want to execute a piece of code no matter what. Whether an exception is thrown or not.	
3.	Can we use the finally clause without a catch clause?	1
Ans:	Yes	
4.	Can we create an instance of enum outside enum?	1
Ans:	No, because enum does not have any public constructor.	
5.	What is ordinal method in Enum class?	2
Ans:	The ordinal method yields the position of an enumerated constant in the enum declaration, counting from zero.	
6.	Say True or False:  a. The constructor of an enumeration is always private.  b. Are enums type-safe?	2
Ans:	a. True. b. True.	
7.	What is enumerated type? Give an example.	2
Ans:	Enum in Java is a reference data type which contains a fixed set of constants.  Example: enum Size { SMALL, MEDIUM, LARGE, EXTRA_LARGE};	
8.	What is error and an exception in java?	2
Ans:	Error: The error indicates a problem that mainly occurs due to the lack of system resources and our application should not catch these types of problems. Exception: The error indicates a problem that mainly occurs due to the lack of system resources and our application should not catch these types of problems. They can be checked or unchecked exceptions.	
9.	Why is better to use assertion compared to if statements as c check point?	2

Ans:	If else code stays in the program, even after testing is complete. If you have lots of checks of this kind, the program may run quite a bit slower than it should. The assertion mechanism allows you to put in checks during testing and to have them automatically removed in the production code.	
10.	How to throw an exception?	3
Ans:	<ol> <li>Find an appropriate exception class.</li> <li>Make an object of that class.</li> <li>Throw it</li> </ol>	
11.	List any two differences between class method and instance method.	4
Ans:	Class Methods: <ul> <li>Operate on Class variables (they cannot access instance variables).</li> <li>Do not require an object to be instantiated to be applied.</li> </ul> <li>Instance Method:         <ul> <li>Operate on instances variables and class variables</li> <li>Must have an instantiated object to operate on.</li> </ul> </li>	