

			Time left 0:09:49
Select suitable jvm code f new A(2) will be translated into the	or the following java code: following jasmin code:	new A	
new A	new A dup	dup iconst_2	
dup	iconst 2 invokespecial A/init(I)V		cial A/init(I)V
iconst 2	, ,,		
invovespecial A/init(I)V			
		No. 1	
non	iconst 2	dup	invovespecial A/init(I)V
pop			

Ouestion 3

Not yet answered

Marked out of 1.00

F Flag question

Time left 0:08:43 Hide Question 4 After executing instruction isub, the number of elements on the stack is Not yet answered Select one: Marked out of 1.00 a. decreased by 1 ₹ Flag Ob. increased by 1 question C. increased by 2 d. unchanged oe. decreased by 2 Clear my choice

Next page

Next page

Time left 0:07:23	Hi
-------------------	----

Ouestion 5 Not yet answered Marked out of 1.00 P Flag question

iconst_2	llowing jasmin code: iconst_2 iconst_3	iconst	iconst_2 iconst_3	
iconst_3	multianewarra	ewarray [[l 2		
ultianewarray [[l 2				

Next gage

Time left 0:04:31

Hide

Question 6

Not yet

answered Marked out of 6.00

F Flag question Let variable a, b and c have index 2, 3 and 4, respectively, where variable a and c are in int type and variable b is in array type whose element type is int. The following java code:

b[3*c] = a;

will be translated into following jasmin code:

aload_3 aload_3 iconst_3 iload_4 aload_3 iconst_3 iload_4 imul imul iconst_3 iload_2 iload_2 iastore iastore iload 4 imul iload_2 iastore

Next page

Time left 0:03:54 Hide

Question 7

Not yet answered

Marked out of

P Flag question Given the following Java method declaration: int foo(long x,double y,int z,float t) What is the index of parameter t in the local variable array? Answer: 4 6



Time left 0:02:54

Hide

Question 8

Not yet answered

Marked out of 4.00

P Flag question

Let variable a and b have index 2 and 3, respectively, where variable a is in int type and variable b is in array type whose element type is int. The following java code:

a = b[3];

will be translated into following jasmin code:

aload_3 \$

aload_3 iconst_3 iaload istore_2

aload_3 iconst_3 iaload istore_2

iconst 3 \$ iaload **‡**

istore_2 ¢

Finish attempt ...