Q1. The value of a will be 0 after which one of the following assignments**？**

(a) float a=(float)1/2;

(b) float a=1/2;

(c ) int a=1/2;

Q2. Which one of the following is not a primitive type in Java?

1. int
2. Float
3. float
4. double

Q3. What is the value of the expression 7%2?

1. 1
2. 0
3. 2
4. 3

Q4. Given int a=4; what is the value of the expression a<<2?

1. 8
2. 16
3. 32
4. 64

Q1. In p = 1.2 \* 3, the type of p must be a float or else Java will announce an error.

1. true
2. false

Q2. If int p = 5 % 3, then the value of p is,

1. 2
2. 1
3. 0

Q3. If int p = 5 / 3, then the value of p is,

1. 2
2. 1
3. 0

Q4. If float p = 5 / 3, then the value of p is,

1. 2.0
2. 1.0
3. 0.0
4. 1.666666

Q5. In p = 2 \* 3, the type of p must be an int or long.

1. true
2. false

Q1. Value of x after executing the following ?

if (true) {  
 x=1;  
}else{  
 x=2;  
}

1. 2
2. 1
3. 3

Q2. Value of z after executing the following?

int x=10, y=15, z=7;

if (x+1==y || z>=0) {  
 z=x+1;  
}else{  
 z=y+1;  
};

1. 11
2. 7
3. 16

Q3. Value of z after executing the following?

int x=10, y=15, z=7;

if (x+1==y && z>=0) {  
 z=x+1;  
}else{  
 z=y+1;  
};

1. 11
2. 7
3. 16

Q4. Value of z after executing the following?

int x=10, y=11;  
int z;

if ((x+1==y) && y>=11) {  
 z=x+1;  
}else{  
 z=y+1;  
};

1. 11
2. 16
3. None of the above

Q5. Value of x after executing the following?

int x=10, y=15;

if ((x+1==y) && y==15) {  
 int z=x+1;  
}else{  
 int z=y+1;  
};

x=z;

1. 11
2. 16
3. None of the above

Q6. Value of x after executing the following?

int x=10, y=15;

if ((x+1==y) && y==15) {  
 int z=x+1;  
}else{  
 int z=y+1;  
};

int z=9;

x=x+z;

1. 20
2. 19
3. 9

Q7. Number of times the marked assignment is executed?

int x=5, count=0;

while(count<x){

count=count+1;

x=x-1;

}

1. 5
2. 4
3. 3
4. 2

Q1. int sum=0;  
 Random r=new Random ();  
 int num=r.nextInt(10);  
 while (sum<100 || num!=0){  
 sum=sum+num;  
}  
The loop will terminate when

1. num is 0
2. sum is equal to or greater than 100 and num is 0
3. Sum is less than 10

Q2. int sum=0, num=0;  
 while (num<3){  
 num=num+1;  
 sum=sum+num;  
}  
The value of sum upon loop termination is

1. 3
2. 6
3. 2
4. 1

Q3. int sum=0, num=0;  
 while (num<3){  
 sum=sum+num;  
 num=num+1;  
}  
The value of sum upon loop termination is

1. 3
2. 6
3. 2
4. 1

Q4. int sum=0, num=1;  
 while (num<4){  
 if(num%2==0){  
 sum=sum+num;  
 }  
 num=num+1;  
 }  
The value of sum upon loop termination is

1. 3
2. 6
3. 2
4. 1

Q1. float [] a=new float[100]; Number of elements in array a is

(a) 101 (b) 100 (c) 99 (d) 102

Q2. int [] a=new int[100]; Correct values of the index into a range from

1. 0 to 100 (b) 1 to 100 **(c) 0 to 99** (d) 1 to 99

Q3. boolean [][] a=new boolean [5][3];

Maximum number of values of type boolean

that can be stored in array a is (a) 5

(b) 8 (c) 3**(d) 15**

Q4. int [][] a=new int [5][]; Number of columns in a is

1. 5 **(b) undefined** (c) 0 (d) 1

Q5. float [] a=new float [5]; for (int r=0; r<6; r++){

a[r]=7; }

Which statement is correct? (a) Elements in a are iniRalized to 7

**(b) There will be an index out of bounds exception** (c) 7 cannot be assigned to a variable of type float

(d) r must be of type float

Q1. ActionListener is

1. An object
2. A variable
3. **An interface**
4. A method

Q2. When using an interface we must implement

1. **All methods in the interface**
2. Only the methods needed by the class
3. Only the actionPerformed() method
4. Any one method in the interface

Q3. MouseListener is

1. An object
2. A variable
3. **An interface**
4. A method

Q4. A method used to find the object that generated an ActionEvent is

1. **actionPerformed()**
2. addActionListener()
3. getSource()
4. addMouseListener()

Q5. JTextField message=new JTextField(“10”); creates a text field named message

1. with 10 columns
2. with the default number of columns and displays an empty string
3. with 10 columns and displays 10
4. with 10 columns and displays a string consisting of 10 spaces

Q6. When using an abstract class we must implement

1. **All methods in the abstract class**
2. Only the methods needed by the class
3. Only the actionPerformed() method
4. Any one method in the abstract class
5. Names of formal and actual parameters must be the same

A. True

**B. False**

2. Types of formal and actual parameters must be the same or convertible.

**A True**

B. False

3. One of the following is incorrect. Which one.?

A. JPanel p=new JPanel();

1. JFrame f= new JFrame(“Is this OK?”);
2. JPanel p= new JPanel(new GridLayout(3, 4));
3. **JFrame f= new JFrame(new GridLayout(3, 4);**

4. One of the following is incorrect. Which one?

* 1. **int [][] a=new int[][4];**
  2. int [][] a=new int[100][4];
  3. int [][] a=new int[3][4];
  4. int [][] a=new int[100][0];

5. Default layout for a JPanel is

* 1. GridLayout
  2. **FlowLayout**
  3. BorderLayout
  4. BoxLayout

6. When transferring actual parameters to a method the following is passed

* 1. **Value of the actual parameter**
  2. Reference to the actual parameter
  3. None of the above

7. A constructor is always required.

* 1. True
  2. **False**

8. There can be more than one constructor in a class definition.

* 1. **True**
  2. False

9. A non-static method in a class can directly call a static method in that class.

* 1. **True**
  2. False

10. A static method in a class can directly call a non-static method in that class.

* 1. True
  2. **False**