CSUS

COLLEGE OF ENGINEERING AND COMPUTER SCIENCE

Department of Computer Science

CSc 133 — Object-Oriented Graphics Programming

Fall 2021

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# SAMPLE EXAM QUESTIONS

Select **the best answer** for the multi-choice questions provided below: ­­

\_\_\_D\_\_ A certain Java/CN1 class named “**Point**” has constructors “**Point()**” and

“**Point(int x, int y)**”. This is an example of

A. abstraction B. encapsulation C. inheritance D. overloading E. overriding

\_\_A\_\_\_ A certain Java/CN1 class named **Sphere** contains a method named **getColor()**which returns the color of the **Sphere** object. This method is an example of a (an)

A. accessor B. mutator C. aggregation D. design pattern E. abstraction

\_\_B\_\_\_ A certain Java/CN1 class named “B” extends another class named “A”. Class B defines a method named “C” with the same signature as that of a method named “C” in Class A. Method C in Class B does not contain the keyword “super”. A program constructs an instance of B and invokes method “C” in that object. The code which will be executed as a result of this invocation is

1. the code in A.C
2. the code in B.C
3. the code in A.C followed by the code in B.C
4. the code in B.C followed by the code in A.C
5. it depends on the code in A.C F. it depends on the code in B.C

G. None of the above

\_\_A\_\_\_ If a Java/CN1 program contains a declaration such as “class A {…}”, where “…” represents the code defining the class, then

1. A has no parent class
2. A is its own parent
3. A is a superclass of Object
4. A is a subclass of Object
5. A is an abstraction of Object

\_\_b\_\_\_ In Java/CN1, *inheritance*  is indicated using the keyword

1. abstract
2. extends
3. implements
4. static
5. new
6. none of the above

\_\_A\_\_\_ Before Java 8, an *interface* consists of

1. a set of method declarations (abstract methods)
2. a set of method definitions (implementations)
3. a class description given in an online Application Programming Interface (API)
4. the set of classes in an inheritance hierarchy
5. a set of accessor (selector and/or mutator) methods

\_\_A\_\_\_ In a UML Class Diagram depicting classes named “Student” and “Course”, a label named “takes” on the diagram would most likely represent

1. a method in Student
2. a method in Course
3. an association
4. a multiplicity
5. a composition

\_\_B\_\_\_ In CN1, when one object is registered as containing the method(s) to be invoked when another object generates an “ActionEvent”, we say the first object is a (an)

1. event generator
2. action performer
3. listener
4. layout manager
5. exception handler

\_\_C\_\_\_ An association between two objects named “A” and “B” such that (1) B is referenced by A but not by any other object, and (2) the lifetime of B is controlled by A, is called a

(an)

A. Composition B. Aggregation C. Abstraction D. Encapsulation E. Inheritance

\_\_\_E\_\_ A CN1 build-in class *Container* is a

1. component
2. layout manager
3. design pattern
4. framework
5. more than one of the above
6. none of the above

## [THERE WOULD BE MORE MULTI-CHOICE QUESTIONS IN THE REAL EXAM…]