

SPOILER Link to solutions and explanations:

https://docs.google.com/document/d/12McLdcV26jE9A9yZEAMjE9w_UE2hRRWfHg2PJXH9s30/edit?usp=sharing

1. Which of the following statements will create a string "Review Session"?
 - a) String s = "Review Session";
 - b) String s = new String("Review Session");
 - c) String s; s = "Review Session";
 - d) String s = "Review "; s += "Session";
 - e) all of the above
 - f) none of the above

2. What does the following statements print to console?

```
String s1 = "Review Session";
String s2 = s1;
String s3 = s2;
s2 += " for Final";
System.out.println(s1 == s2);
System.out.println(s1 == s3);
System.out.println(s2 == s3);
```

- a) false\nfalse\nfalse\n
 - b) false\ntrue\nfalse\n
 - c) true\nfalse\ntrue\n
 - d) true\ntrue\ntrue\n
 - e) none of the above
3. Which of the following gives the number of characters in String variableName?
 - a) variableName.length
 - b) variableName.length()
 - c) variableName.size
 - d) variableName.size()
 - e) none of the above
 4. Which of the following accesses the (i + 1)th character i in String variableName?
 - a) variableName[i]
 - b) variableName(i)
 - c) variableName.get(i)
 - d) variableName.charAt(i)
 - e) variableName.indexAt(i)
 - f) none of the above
 5. Which of the following gives the number of ints in int[] variableName?
 - a) variableName.length
 - b) variableName.length()
 - c) variableName.size
 - d) variableName.size()
 - e) none of the above

6. Which of the following accesses the (i + 1)th int in int[] variableName?
- a) variableName[i]
 - b) variableName(i)
 - c) variableName.get(i)
 - d) variableName.intAt(i)
 - e) variableName.indexAt(i)
 - f) none of the above
7. Which of the following gives the number of Objects in Object[] variableName?
- a) variableName.length
 - b) variableName.length()
 - c) variableName.size
 - d) variableName.size()
 - e) none of the above
8. Which of the following gives the number of Objects in ArrayList<Object> variableName?
- a) variableName.length
 - b) variableName.length()
 - c) variableName.size
 - d) variableName.size()
 - e) none of the above
9. Which of the following accesses the (i + 1)th Object in ArrayList<Object> variableName?
- a) variableName[i]
 - b) variableName(i)
 - c) variableName.get(i)
 - d) variableName.objectAt(i)
 - e) variableName.indexAt(i)
 - f) none of the above

10. What does the following statements print to console?

```
public class Main {
    public static void giveMeFive(int input) {
        input = 5;
    }
    public static void main(String[] args) {
        int input = 0;
        giveMeFive(input);
        System.out.println(input);
    }
}
```

- a) 0
- b) 5
- c) void
- d) null
- e) none of the above

11. What does the following statements print to console?

```
public class Main {
    public static int giveMeFive(int input) {
        return input = 5;
    }
    public static void main(String[] args) {
        int input = 0;
        System.out.println(giveMeFive(input) + " " + input);
    }
}
```

- a) 0 0
- b) 0 5
- c) 5 0
- d) 5 5
- e) none of the above

12. What does the following statements print to console?

```
public class Main {
    public static void giveMeFive(Integer input) {
        input = 5;
    }
    public static void main(String[] args) {
        Integer input = 0;
        giveMeFive(input);
        System.out.println(input);
    }
}
```

- a) 0
- b) 5
- c) void
- d) null
- e) none of the above

13. What does the following statements print to console?

```
public class Main {
    public static void giveMeFive(int[] input) {
        input[0] = 5;
    }
    public static void main(String[] args) {
        int[] input = {0}; // same as "int[] input = new int[] {0};"
        giveMeFive(input);
        System.out.println(input[0]);
    }
}
```

- a) 0
- b) 5
- c) void
- d) null
- e) none of the above

14. What does the following statements print to console?

```
import java.util.ArrayList;
public class Main {
    public static void start(ArrayList<Integer> input) {
        input.add(5);
    }

    public static void main(String[] args) {
        ArrayList<Integer> input = new ArrayList<Integer>();
        start(input);
        System.out.println(input);
    }
}
```

- a) name of the class (java.util.ArrayList) followed by the object's hexadecimal address in memory
- b) 5
- c) []
- d) [5]
- e) none of the above

15. What does the following statements print to console?

```
public class Main {  
    int x = 1;  
  
    public void start(int x) {  
        x = 2;  
        System.out.print(x + " " + this.x + " ");  
    }  
  
    public static void main(String[] args) {  
        int x = 3;  
        new Main().start(x);  
        System.out.println(x);  
    }  
}
```

- a) 1 2 3
- b) 1 2 2
- c) 2 1 1
- d) 2 1 3
- e) none of the above

16. What does the following statements print to console?

```
public class Main {
    int x = 1;
    int y = 3;

    public void first(int x) {
        int temp = x;
        y = x / 2;
        x = temp;
    }

    void second(int x, int z) {
        x = y + 2;
        first(x);
    }

    public void start() {
        int x = 2;
        y++;
        first(y);
        second(y, x);
        System.out.println(this.y);
    }

    public static void main(String[] args) {
        new Main().start();
    }
}
```

- a) 1
- b) 2
- c) 4
- d) 6
- e) none of the above

17. What does the following statements print to console?

```
public class Main {
    int x = 1;
    int thisX = 2;
    Integer thatX = 3;
    public Main() {
        x = 4;
        this.thisX = 5;
        Integer thatX = 6;
    }
    public void method(Integer x) {
        int temp = this.thisX;
        this.thisX = x;
        x = temp;
        System.out.print("x = " + x + "; this.thisX = " + this.thisX + "; thatX = " + thatX);
    }
    public static void main(String[] args) {
        Main main = new Main();
        Integer thatOtherX = 7;
        main.method(thatOtherX);
        System.out.println("; thatOtherX = " + thatOtherX);
    }
}
```

- a) x = 5; this.thisX = 7; thatX = 3; thatOtherX = 6
- b) x = 5; this.thisX = 7; thatX = 3; thatOtherX = 7
- c) x = 5; this.thisX = 7; thatX = 6; thatOtherX = 6
- d) x = 5; this.thisX = 7; thatX = 6; thatOtherX = 7
- e) none of the above

18. What does the following statements print to console?

```
java.util.ArrayList<Character> arrayList = new
    java.util.ArrayList<Character>();
arrayList.add('a');
arrayList.add('c');
arrayList.add('c');
arrayList.add('d');
arrayList.add('c');
for (int i = 0; i < arrayList.size(); ++i) {
    if (arrayList.get(i) == 'c') {
        arrayList.remove(i);
    }
}
System.out.println(arrayList);
```

- a) [a, d]
- b) [a, c, d]
- c) [a, c, d, c]
- d) name of the class (java.util.ArrayList) followed by the object's hexadecimal address in memory
- e) none of the above

19. What does the following statements print to console?

```
class Animal {
    public Animal () {
        System.out.print("animalConstructor ");
    }
}
class Dog extends Animal {
    public Dog () {
        System.out.print("dogConstructor ");
    }
}
public class Main {
    public static void main(String[] args) {
        Animal dogAnimal = new Dog();
    }
}
```

- a) dogConstructor
- b) animalConstructor
- c) animalConstructor dogConstructor
- d) dogConstructor animalConstructor
- e) none of the above

20. What does the following statements print to console?

```
class Animal {
}
class Dog extends Animal {
}
public class Main {
    public static void main(String[] args) {
        Animal dogAnimal = new Dog();
        if (dogAnimal instanceof Dog) {
            System.out.print("dog ");
        }
        if (dogAnimal instanceof Animal) {
            System.out.print("animal ");
        }
    }
}
```

- a)
- b) dog
- c) animal
- d) dog animal
- e) none of the above

21. What does the following statements print to console?

```
class Animal {
    public boolean equals(Object other) { return false; }
}
class Dog extends Animal {
    public boolean equals(Animal other) { return true; }
}
public class Main {
    public static void main(String[] args) {
        Animal dogAnimal = new Dog();
        System.out.println(dogAnimal.equals(new Animal()));
    }
}
```

- a) true
- b) false
- c) null
- d) void
- e) none of the above

22. What does the following statements print to console?

```
class Animal {
    public boolean equals(Object other) { return false; }
}
class Dog extends Animal {
    public boolean equals(Object other) { return true; }
}
public class Main {
    public static void main(String[] args) {
        Animal dogAnimal = new Dog();
        System.out.println(dogAnimal.equals(new Animal()));
    }
}
```

- a) true
- b) false
- c) null
- d) void
- e) none of the above

23. What does the following statements print to console?

```
class Animal {
    public int height = 1;
}
class Dog extends Animal {
    public int height = 2;
}
public class Main {
    public static void main(String[] args) {
        Animal dogAnimal = new Dog();
        Animal secondDogAnimal = dogAnimal;
        secondDogAnimal.height = 3;
        System.out.println(dogAnimal.height + " " + secondDogAnimal.height);
    }
}
```

- a) 1 3
- b) 2 2
- c) 2 3
- d) 3 3
- e) none of the above

24. What does the following statements print to console?

```
class Animal {
    public int height = 1;
    public void grow() {
        height++;
    }
}
public class Main {
    public static void main(String[] args) {
        Animal animal = new Animal();
        Animal secondAnimal = animal;
        secondAnimal.grow();
        System.out.println(animal.height + " " + secondAnimal.height);
    }
}
```

- a) 1 1
- b) 1 2
- c) 2 1
- d) 2 2
- e) none of the above

25. What does the following statements print to console?

```
class Animal {
    public int height = 1;
    public void grow() {
        height++;
    }
}
public class Main {
    public static void main(String[] args) {
        Animal animal = new Animal();
        Animal secondAnimal = new Animal();
        secondAnimal.grow();
        System.out.println(animal.height + " " + secondAnimal.height);
    }
}
```

- a) 1 1
- b) 1 2
- c) 2 1
- d) 2 2
- e) none of the above

26. What does the following statements print to console?

```
class Animal {
    public static int height = 1;
    public void grow() {
        height++;
    }
}
public class Main {
    public static void main(String[] args) {
        Animal animal = new Animal();
        Animal secondAnimal = new Animal();
        secondAnimal.grow();
        System.out.println(animal.height + " " + secondAnimal.height);
    }
}
```

- a) 1 1
- b) 1 2
- c) 2 1
- d) 2 2
- e) none of the above

27. An object is an instance of a

- a) class
- b) program
- c) method
- d) data
- e) none of the above

28. Multiple true/false question: Which of the followings are true about `System.out.println(...)` statement?

- a) `System` is a class that we need to define
- b) `out` is a private reference field in `System`
- c) `out` is a static reference field in `System`
- d) `println` is a method belongs to `System`
- e) `println` is an overloaded method
- f) When passing a reference variable to `println`, it prints the variable class followed by `@` and the object's address in memory
- g) Whatever passed to the `println` goes to a buffer first

29. Multiple true/false question: Which of the followings are true about `System.in.read()` statement?

- a) It can be used to read strings
- b) It can cause the program to throw `FileNotFoundException`
- c) It reads 8-bits ASCII value when available
- d) `System.in` can be used as an argument to a `Scanner` object to read strings

30. What does the following statements print to console?

```
try {
    System.out.print("try ");
    throw new ArithmeticException();
} catch (ArithmeticException excpt) {
    System.out.print("catchArithmetic ");
    throw new ArrayIndexOutOfBoundsException();
} catch (ArrayIndexOutOfBoundsException excpt) {
    System.out.print("catchBounds ");
} finally {
    System.out.print("finally ");
}
```

- a) `try catchArithmetic catchBounds`
- b) `try catchArithmetic catchBounds finally`
- c) `try catchArithmetic`
- d) `try catchArithmetic finally`
- e) none of the above

31. What does the following statements print to console?

```
try {
    try {
        System.out.print("try ");
        throw new ArithmeticException();
    } catch (ArithmeticException excpt) {
        System.out.print("catchArithmetic ");
        throw new ArrayIndexOutOfBoundsException();
    } catch (ArrayIndexOutOfBoundsException excpt) {
        System.out.print("catchBounds ");
    } finally {
        System.out.print("finally ");
    }
} catch (Exception excpt) {
    System.out.print("catchExcpt ");
}
```

- a) try catchArithmetic catchBounds catchExcpt
- b) try catchArithmetic catchBounds catchExcpt finally
- c) try catchArithmetic catchBounds finally
- d) try catchArithmetic catchBounds finally catchExcpt
- e) try catchArithmetic catchExcpt
- f) try catchArithmetic catchExcpt finally
- g) try catchArithmetic finally catchExcpt
- h) none of the above

32. Which of the following lines of code to successfully write "something" to a file given PrintWriter printWriter that has been declared and initialized.

- a) printWriter("something");
- b) printWriter.println("something");
- c) printWriter.out.println("something");
- d) printerWriter.writeln("something");
- e) none of the above

33. True or False: If private instance variables were made public, we would not need the *get* (accessor) and *set* (mutator) methods.

- a) True
- b) False

34. Which accessSpecifier for height will compile?

```
class Animal {
    [accessSpecifier] int height = 1;
}
public class Main {
    public static void main(String[] args) {
        System.out.println(new Animal().height);
    }
}
```

- a) public
- b) public and protected
- c) public, protected, and no modifier
- d) public, protected, no modifier, and private

35. Which accessSpecifier for height will compile?

Animal.java:

```
package firstPackage;

public class Animal {
    [accessSpecifier] int height = 1;
}
```

Dog.java:

```
package secondPackage;
import firstPackage.Animal;

public class Dog extends Animal {
    public Dog() {
        height = 2;
    }
}
```

Main.java:

```
package firstPackage;
import secondPackage.Dog;

public class Main {
    public static void main(String[] args) {
        System.out.println(new Dog().height);
    }
}
```

- a) public
- b) public and protected
- c) public, protected, and no specifier
- d) public, protected, no specifier, and private
- e) none of the above

36. What does the following statements print to console?

```
abstract class Animal {
    abstract void makeSound();
}
class Dog extends Animal {
    @Override
    void makeSound() {
        System.out.print("woof ");
    }
}
class Cat extends Animal {
    @Override
    void makeSound() {
        System.out.print("meow ");
    }
}
public class Main {
    public static void main(String[] args) {
        Dog dog = new Dog();
        Cat cat = new Cat();
        Animal dogAnimal = dog;
        dog.makeSound();
        cat.makeSound();
        dogAnimal.makeSound();
    }
}
```

- a) will not compile
- b) meow meow meow
- c) woof meow meow
- d) woof meow woof
- e) none of the above

37. True or False: The following will compile and run despite instantiating an abstract class.

```
abstract class Animal {
    abstract void makeSound();
}
public class Main {
    public static void main(String[] args) {
        Animal animal = new Animal();
    }
}
```

- a) True
- b) False

38. True or False: The following will compile despite extending an abstract class without implementing the abstract method.

```
abstract class Animal {
    abstract void makeSound();
}
class CookieMonster extends Animal {
    void eat() {
        System.out.print("nom nom nom ");
    }
}
```

- a) True
- b) False

39. True or False: The following will compile despite creating an abstract class that extends another abstract class without implementing the abstract method.

```
abstract class Animal {
    abstract void makeSound();
}
abstract class Bird extends Animal {
    void sing() {
        System.out.print("chirp ");
    }
}
```

- a) True
- b) False

40. What does the following statements print to console?

Animal.java

```
public interface Animal {  
    abstract void makeSound();  
}
```

Main.java

```
class Dog implements Animal {  
    @Override  
    public void makeSound() {  
        System.out.println("woof");  
    }  
}  
class Cat implements Animal {  
    @Override  
    public void makeSound() {  
        System.out.println("meow");  
    }  
}  
public class Main {  
    public static void main(String[] args) {  
        Dog dog = new Dog();  
        Cat cat = new Cat();  
        Animal dogAnimal = dog;  
        dog.makeSound();  
        cat.makeSound();  
        dogAnimal.makeSound();  
    }  
}
```

- a) will not compile
- b) meow meow meow
- c) woof meow meow
- d) woof meow woof
- e) none of the above

41. True or False: The following will compile despite implementing an interface without implementing the abstract method.

Animal.java

```
public interface Animal {  
    abstract void makeSound();  
}
```

Main.java

```
class CookieMonster implements Animal {  
    void eat() {  
        System.out.print("nom nom nom ");  
    }  
}
```

- a) True
- b) False

42. Running the following piece of code

```
// print absolute path to file
System.out.println(file.getAbsolutePath());
// print current working directory
System.out.println(System.getProperty("user.dir"));
```

prints the following console:

```
C:\Users\usrName\workspace\ProjectName\folder\file.txt
C:\Users\usrName\workspace\ProjectName
```

Multiple true/false question: Which of the following works for declaring and initializing the file variable to the same file?

- a) File file = new File("folder\file.txt");
- b) File file = new File("folder\\file.txt");
- c) File file = new File("C:\\Users\\usrName\\workspace\\ProjectName\\folder\\file.txt");
- d) File file = new File("C:\\Users\\usrName\\workspace\\ProjectName\\.\\folder\\file.txt");
- e) File file = new File("package\\..\\file.txt");

43. True or False: The "static" keyword means that the variable is constant and cannot be changed.

- a) True
- b) False

44. Placeholder