

**OOPSJAVA-UNIT2-TEST5**

Total questions: 15

Worksheet time: 30mins

Instructor name: Mr. PRASHANT ATMAKURI

Name

Class

Date

1. What does the following print?

```
System.out.println( "And yet, it moves!".charAt(0) );
```

a) n

b) !

c) A

d) The statement is incorrect.

2. What does the following print?

```
String str = "And yet, it moves!"
```

```
System.out.println( str.charAt( str.length() ) );
```

a) n

b) !

c) A

d) The statment is incorrect.

3. Examine the following fragment:

```
String cat = "Hello"
```

```
cat += " ";
```

```
cat += "World" ;
```

How many objects are constructed?

a) 2

b) 1

c) 3

d) 0

4. Examine the following fragment:

```
String world = "World!";  
StringBuffer buf = new StringBuffer( "Hello" );
```

```
buf.append(' ');
```

```
buf.append( world );
```

How many StringBuffer objects are constructed?

- a) 0
  - b) 1
  - c) 3
  - d) 2
5. Which phrase best describes a String object after it has been constructed?
- a) Changeable
  - b) Read Only
  - c) Write Only
  - d) Inaccessible
6. Which character of a StringBuffer has index 0?
- a) rightmost
  - b) no character
  - c) leftmost
7. After a StringBuffer has been constructed, how many characters may be added to it?
- a) As many as needed; it will grow in size if necessary.
  - b) Only as many as the original capacity.
  - c) No more after it has been constructed.
  - d) A new StringBuffer must be constructed each time characters are added.
8. What is the potential number of characters in a StringBuffer called?
- a) size
  - b) length
  - c) width
  - d) capacity
9. What is the current number number of characters in a StringBuffer called?
- a) length
  - b) width
  - c) capacity
  - d) size

10. You wish to compare the contents of two StringBuffer objects. How should this be done?
- a) Use the == operator.
  - b) Do a character-by-character comparison using charAt() and ==.
  - c) Use the equals() method of StringBuffer.
  - d) Construct a String object from each StringBuffer and use their equals() method.
11. super keyword is used to access
- a) subclass variables and methods
  - b) only parent class methods
  - c) parent class variables and methods
  - d) only subclass methods
12. this keyword is used to?
- a) Differentiate between class member variables and local variables
  - b) Differentiate between formal and informal parameters
  - c) Differentiate between class and objects
  - d) Differentiate between class member variables and global variables
13. Why don't we have to save the result of the append() method of StringBuffer in a variable?
- a) It changes the StringBuffer instance on which the method is called on.
  - b) There is only one variable of type StringBuffer, so Java knows where to save the result
  - c) Java Magic
14. If stringName is "Java is cool". What is the result of stringName.substring(0, 6)?
- a) Java is
  - b) Java i
  - c) Java
  - d) s cool

15. If a String `personName = "Carlos"`, what's the return of `personName.indexOf( 'z' )`?

a) -1

b) Does not return a int

c) Carl

d) 5

## Answer Keys

- |                                                                                        |                                           |                                                                         |
|----------------------------------------------------------------------------------------|-------------------------------------------|-------------------------------------------------------------------------|
| 1. c) A                                                                                | 2. d) The statement is incorrect.         | 3. c) 3                                                                 |
| 4. b) 1                                                                                | 5. b) Read Only                           | 6. c) leftmost                                                          |
| 7. a) As many as needed; it will grow in size if necessary.                            | 8. d) capacity                            | 9. a) length                                                            |
| 10. d) Construct a String object from each StringBuffer and use their equals() method. | 11. c) parent class variables and methods | 12. a) Differentiate between class member variables and local variables |
| 13. a) It changes the StringBuffer instance on which the method is called on.          | 14. b) Java i                             | 15. a) -1                                                               |

