

DPP(MCQs) ICSE CLASS X COMPUTER

CONSTRUCTORS

- In general, how many types of constructors are available for
(a) 5 (b) 2
(c) 3 (d) 4
- Whenever an object is created, which among the following is called first automatically?
(a) New (b) Class
(c) Constructor (d) Trigger
- What is true about copy constructors?
(a) Used when a function returns an object
(b) It can be defined with zero arguments
(c) The argument object is passed by reference
(d) Used when an object is passed by value to a function
- Default constructor requires how many parameters?
(a) 3 (b) 0
(c) 2 (d) 1
- In derived class can constructors be overloaded?
(a) Yes if derived class has no constructor
(b) Yes always
(c) No
(d) both a and b
- Which function can be used to call default constructor in java?
(a) super() (b) sub()
(c) that() (d) This()
- Among the following, which is a true statement?
(a) A constructor can have a parameter list
(b) The constructor is executed automatically
(c) The constructor function can be overloaded
(d) All the above are true
- Which principle in Object-Oriented programming is followed during Java constructor overloading
(a) Polymorphism (b) Inheritance
(c) Encapsulation (d) None of the above

9. Among the following Statements, Which are true about Constructors?

(I) a new operator automatically calls them.

(II) they cannot be private

(III) they cannot be virtual

(a) I & III

(b) I & II

(c) II & III

(d) All of the above

10. What is the output if this() and super() is used in the method?

(a) Compile time error

(b) Run time error

(c) Throws Exception

(d) Runs successfully

11. Abstract class cannot have a constructor

(a) true

(b) False

(c) Both a and b

12. "This" keyword is used to

(a) Passing itself to a method of the same class

(b) Passing itself to another method

(c) Calling another constructor

(d) None of the above

13. A constructor is initialized when

(a) There is a constant variable in class

(b) There is a reference variable in class

(c) There is an object of another class, and the other class doesn't have a default constructor.

(d) All of the above

14. The explicit keyword takes exactly how many arguments?

(a) 2

(b) 3

(c) 1

(d) 0

15. How many objects of the class will be created if the default constructor is not defined ?

(a) Compiler provides its default constructor to build the object.

(b) The compiler will generate the error

(c) Error will occur at run-time.

(d) All of the above

16. A constructor

(a) Must have the same name as the class it is declared within.

(b) Is used to create objects.

(c) May be declared private

(d) Both (a) and (b) above

(e) (a), (b) and (c) above.

17. What is false about constructor?

- (a) Constructors cannot be synchronized in Java
- (b) Java does not provide default copy constructor
- (c) Constructor can have a return type
- (d) "this" and "super" can be used in a constructor

From Question 18-22 find the odd one out :

18. (a) Use of pointers

(b) Dynamic

(c) Object-oriented

(d) Architectural neutral

19. (a) System

(b) Object

(c) Main

(d) strictfp

20. (a) ASCII

(b) UNICODE

(c) ISO-LATIN-1

(d) none of the mentioned

21. (a) student class{ }

(b) class teacher{ public: teacher(int a){ } };

(c) class student{ student(int a){ } };

(d) None of the above

22. (a) int var;

(b) int VAR;

(c) int 1_var;

(d) int var1;

23. Abstract class cannot have a constructor

(a) True

(b) False

24. It true to use polymorphism in the C programming language?

(a) True

(b) False

25. Encapsulation adds the function in a user-defined structure.

(a) True

(b) False

26. Java language was initially called Oak

(a) True

(b) False

27. Then is not Java keywords

(a) True

(b) False

28. Each constructor must differ in _____ and _____,for constructor overloading

(a) Return type and type of arguments

- (b) Return type and definition
(c) Number of arguments and return type
(d) Number of arguments and type of arguments
29. Role of constructor in classes are _____
(a) To call private functions from the outer world
(b) To destroy an object
(c) To initialize the data members of an object when it is created
(d) To modify the data whenever required number
30. Copy Constructor is _____.
(a) A constructor to kill other copies of a given object.
(b) A constructor to check whether to objects are equal or not
(c) A constructor to initialize an object with the values of another object
(d) A constructor that permits a user to transfer data from one object to another
31. Which constructor function is designed to copy object of same class type?
(a) Object constructor
(b) Create Constructor
(c) Copy constructor
(d) Dynamic constructor
32. Among the following which is not valid in java?
(a) Recursive constructor call
(b) Constructor overloading
(c) Default value constructor
(d) String argument constructor
33. If constructor has a return type then _____.
(a) Runtime error
(b) Compilation error
(c) Compilation and runs successfully
(d) None of the above
34. To access the instance variables and methods of class objects in java _____ is used
(a) dot operator(.) (b) instance of
(c) bitwise (d) conditional
35. Can a constructor be defined with default arguments
(a) yes (b) no
36. A Constructor without any parameters is called _____.
(a) Static (b) Custom
(c) Dynamic (d) Default
37. Java constructor is like a method without _____.
(a) Argument list (b) Return type
(c) Statements (d) None

38. The name of the constructor and the name of the class should be the same?

- (a) True (b) False

39. _____ Keyword is used to call another overloaded constructor

- (a) Super (b) This
(c) Local (d) Con

40. If a user forgets to define a constructor inside a class then _____

- (a) Objects are not created properly
(b) Error occurs
(c) Segmentation fault
(d) Compiler provides

41. public class TestConstructor

```
{  
void TestConstructor()  
{  
System.out.println("London");  
}  
TestConstructor()  
{  
System.out.println("America ");  
}  
public static void main(String[] args)  
{  
TestConstructor tc = new TestConstructor();  
}  
}
```

- (a) America
(b) London
(c) Compile time error
(d) No output

42. public class Const2

```
{  
int inc=10;  
Const2(int inc)  
{  
System.out.println("inc=" + inc);  
}  
public static void main(String[] args)  
{  
Const2 con = new Const2();  
}
```

```
}  
}  
(a) inc=0          (b) inc=10  
(c) no output     (d) Compile time error
```

```
43. public class Constructor  
{  
    Constructor()  
{  
    display();  
}  
    void display()  
{  
    System.out.println("RAIN RAIN");  
}  
    public static void main(String[] args)  
{  
    Constructor con = new Constructor();  
}  
}
```

(a) RAIN RAIN (b) No output
(c) Compile error (d) None

```
44. class B {  
    int b = 20;  
    B() {  
        b = 40;  
    }  
}  
class Main {  
    public static void main(String args[]) {  
        B b1 = new B();  
        System.out.println(b1.b);  
    }  
}
```

(a) 20 (b) Compile time error
(c) 40 (d) None of the above

```
45. public class Abc{  
    public static void main(String args[])
```

```
{  
System.out.println("hello java");  
}  
}
```

- (a) hello java (b) Compile time error
(c) 0 (d) None of the above

46. public class Const1

```
{  
int count=10;  
Const1()  
{  
this(20);  
}  
Const1(int count)  
{  
System.out.println("count=" + count);  
}  
public static void main(String[] args)  
{  
Const1 con = new Const1();  
}  
}
```

- (a) count=0 (b) count=20
(c) count=10 (d) Compile time error

47. class FC1 {
FC1() { cout << "Constructor called"; }
};
int main()
{
FC1 t1;
return 0;
}

- (a) Runtime Error (b) Constructor called
(c) destructor for id 1 (d) Compiler Error

48. class Part {
public:
Part() { cout << "Constructor called"; }
};
int main()

```
{  
Part t1, *t2;  
return 0;  
}
```

- (a) Constructor called
- (b) 0
- (c) Compile-time error
- (d) None of the above

49. Which object will be created first?

```
class student  
{  
int marks;  
};  
student s1, s2, s3;
```

- (a) s3 then s2 then s1
- (b) s2 then s3 then s1
- (c) s1 then s2 then s3
- (d) all are created at the same time

```
50. public class Test {  
public static void main(String[] args) {  
int count = 1;  
while (count <= 15) {  
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System.out.println(count % 2 == 1 ? "***" : "++++");  
++count;  
}  
}  
}
```

- (a) 8 times *** and 7 times +++++
- (b) 15 times +++++
- (c) 15 times ***
- (d) Both will print only once

51. The following program is based on the specification given below. Fill in the blanks with appropriate java statements.

```
class name : test  
we have first initialized the variables i=0.  
Then it is post incremented and then added with valu of i.  
In the output statement +i value is printed in I
```



```
public class (a) _____  
{  
    public (b) _____ void main(String  
args[])  
{  
    int i = 0;  
    i = (c) _____ + i;  
    System.out.println("(d) _____ = " + i);  
}  
}
```

- (a) (i) class
(ii) test
(iii) void
- (b) (i) static
(ii) cout
(iii) cin
- (c) (i) ++i
(ii) i++
(iii) ++i++
- (d) (i) I
(ii) J
(iii) j

52. The following program is based on the specification given below. Fill in the blanks with appropriate java statements.

In the code first we come to main function .in that main function bar() is called.(here there are using static thats y they called directly as bar()).Here a is an int type and we assign a value 3 to it.and s is the string and blue is assigned to it.

here call() is called by passing 2 arguments.

here s is a local variable it override the value blue by yellow.

The output will be a = 5, s = blue.

```
public static int (a) _____ (int a, String  
s)  
{  
s = "Yellow";  
a=a+2;  
return a;  
}  
public static void (b) _____ ()
```

```
{  
int a=3;  
String s = "(c) _____";  
a = call((d) _____);  
System.out.println("a="+a+" s="+s);  
}
```

```
public static void main(String args[])  
{  
bar();  
}
```

- (a) (i) call
- (ii) bar
- (iii) void
- (b) (i) main
- (ii) bar
- (iii) call
- (c) (i) Blue
- (ii) bar
- (iii) call
- (d) (i) a,s
- (ii) s,a
- (iii) a,a

53. Read the paragraph given below and answer the questions given below:

The `setCharAt(int index, char ch)` technique of the `StringBuilder` class sets the character at the position `index` passed as `ch`. This method changes the old sequence to represent a new sequence identical to the old sequence only variance is a new character `ch` is present at the position `index`. The `index` argument must be more than or equal to 0 and less than the String length contained by the `StringBuilder` object; if the `index` is negative, more significant than length () then `IndexOutOfBoundsException`. This method returns nothing. The Java `new` keyword is used to generate an instance of the class. It instantiates a class by allocating memory for a new object and returning a reference to that memory.

(a) Consider the following code:

```
public class Test2 {  
public static void main(String[] args) {  
StringBuffer s1 = new  
StringBuffer("Complete");  
s1.setCharAt(1,'i');  
s1.setCharAt(7,'d');
```

```
System.out.println(s1);  
}  
}
```

Predict the output

(i) Coipletd (ii) Cimplet d

(iii) lomplede (iv) Complete

(b) setChar() is used to

(i) Is used to replace the original string values with the new one

(ii) To convert any of the iterable to the sequence of iterable elements with distinct elements

(iii) returns a reference to this Java. lang

(iv) None of the above

(c) New operator

(i) A request for the memory allocation

(ii) A request for the memory allocation

(iii) Both 1 and 2

(iv) None of the above

54. Looping in programming languages is a characteristic that facilitates the execution of a set of instructions/functions repeatedly while some condition evaluates as true. For example, loops in Java come into use when we need to repeatedly execute a block of statements. For loop delivers a concise way of writing the loop structure.

Unlike a while loop, For statement consumes the initialization, condition and increment/decrement in one line, thereby providing a shorter, easy to debug structure of looping.

```
(a) int values[ ] = {1,2,3,4,5,6,7,8,9,10};
```

```
for(int i=0;i< Y; ++i)
```

```
System.out.println(values[i])
```

Predict the output

(i) 10 (ii) 15

(iii) 11 (iv) None of the above

(b) What is the syntax of for loop ?

(i) for (statement 1; statement 2; statement 3) {

```
// code block to be executed
```

```
}
```

(ii) for (statement 2; statement 3) {

```
// code block to be executed
```

```
}
```

(iii) for (statement 1; statement 2;) {

```
// code block to be executed
```

```
}
```

(iv) for (statement 1; statement 2; statement

3);

(c) In the above program, what is the length of the array

- (i) 10
- (ii) 9
- (iii) 11
- (iv) None of the above

55. The switch statement is a multi-way branch statement. It delivers an easy method to dispatch execution to diverse parts of code based on the value of the expression. The expression can be a byte, short, char, and int primitive data types. Start with JDK7, it also works with enumerated types (Enums in Java). The Java switch statement executes one statement from multiple conditions. It is like an if-else-if ladder statement. The switch statement works with a byte, short, int, long, enum, String, and wrapper types like Byte, Short, Int, and Long. Since Java 7, you can use strings in the switch statement

```
int a=10;
switch(a)
{
case 10: System.out.println("TEN");
}
```

(a) Predict the output

- (i) TEN
- (ii) NO OUTPUT
- (iii) NONE
- (iv) Compiler error as there is no BREAK.

(b) Choose the correct statement about Java SWITCH statements.

- (i) SWITCH can contain another SWITCH statement
- (ii) Switch case statements are allowed inside IF-ELSE ladders.
- (iii) Switch statements are allowed inside Loops like for, while and do while.
- (iv) All

(c) A SWITCH can be used to compare values for high or low.

- (i) FALSE
- (ii) TRUE

(d) A SWITCH case statement in Java is a ___ control statement.

- (i) Iteration
- (ii) loop
- (iii) selection
- (iv) Jump

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