

# Online Examinations (Even Sem/Part-I/Part-II Examinations 2020 - 2021)

Course Name - --Object Oriented Technologies

Course Code - BCS201

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Answer all the questions. Each question carry one mark.

9. 1. Wrapping data and its related functionality into a single entity is known as

*Mark only one oval.*

- Abstraction
- Encapsulation
- Polymorphism
- Modularity

10. 2. What does polymorphism in OOPs mean?

*Mark only one oval.*

- Concept of allowing overriding of functions
- Concept of hiding data
- Concept of keeping things in different modules/files
- Concept of wrapping things into a single unit

11. 3. Which of the following is correct?

*Mark only one oval.*

- Base class pointer object cannot point to a derived class object
- Derived class pointer object cannot point to a base class object
- A derived class cannot have pointer objects
- A base class cannot have pointer objects

12. 4. Why references are different from pointers?

*Mark only one oval.*

- A reference cannot be made null
- A reference cannot be changed once initialized
- No extra operator is needed for dereferencing of a reference
- All of the mentioned

13. 5. Which data type is used to represent the absence of parameters?

*Mark only one oval.*

- int
- float
- short
- void

14. 6. The value 132.54 can be represented using which data type?

*Mark only one oval.*

- double
- void
- int
- bool

15. 7. Which operator is having the highest precedence?

*Mark only one oval.*

- postfix
- unary
- shift
- equality

16. 8. Which of the following is the default return value of functions?

*Mark only one oval.*

- int
- char
- float
- void

17. 9. When we define the default values for a function?

*Mark only one oval.*

- When a function is defined
- When a function is declared
- When the scope of the function is over
- When a function is called

18. 10. Which specifier makes all the data members and functions of base class inaccessible by the derived class?

*Mark only one oval.*

- private
- protected
- public.
- both private and protected

19. 11. If the class name is X, what is the type of its “this” pointer (in a nonstatic, non-const member function)?

*Mark only one oval.*

- const X\* const
- X\* const
- X\*
- X&

20. 12. How many copies of a class static member are shared between objects of the class?

*Mark only one oval.*

- A copy of the static member is shared by all objects of a class
- A copy is created only when at least one object is created from that class
- A copy of the static member is created for each instantiation of the class
- No memory is allocated for static members of a class

21. 13. class derived: public base1, public base2 { } is an example of

*Mark only one oval.*

- Polymorphic inheritance
- Multilevel inheritance
- Hierarchical inheritance
- Multiple inheritance



22. 14. Which of the following members do get inherited but become private members in child class?

*Mark only one oval.*

- Public
- Private
- Protected
- All of these

23. 15. What is virtual inheritance?

*Mark only one oval.*

- Technique to avoid multiple copies of the base class into children/derived class
- technique to avoid multiple inheritances of classes
- technique to enhance multiple inheritance
- technique to ensure that a private member of the base class can be accessed somehow

24. 16. Which will contain the body of the thread?

*Mark only one oval.*

- main();
- stop();
- start();
- run();

25. 17. Which of these method of Thread class is used to find out the priority given to a thread?

*Mark only one oval.*

- ThreadPriority()  
 get()  
 getPriority()  
 getThreadPriority()

26. 18. What will be the output of the program? class MyThread extends Thread {  
public static void main(String [] args) { MyThread t = new MyThread(); t.start();  
System.out.print("one. "); t.start(); System.out.print("two. "); } public void run() {  
System.out.print("Thread "); } }

*Mark only one oval.*

- Compilation fails  
 An exception occurs at runtime.  
 It prints "Thread one. Thread two."  
 The output cannot be determined.

27. 19. What is the name of the thread in the output of this program? class  
multithreaded\_programing { public static void main(String args[]) { Thread t =  
Thread.currentThread(); System.out.println(t.isAlive()); } }

*Mark only one oval.*

- 1  
 0  
 True  
 False

28. 20. class Test { public static void main(String [] args) { printAll(args); } public static void printAll(String[] lines) { for(int i = 0; i < lines.length; i++) { System.out.println(lines[i]); Thread.currentThread().sleep(1000); } } } the static method Thread.currentThread() returns a reference to the currently executing Thread object. What is the result of this code?

*Mark only one oval.*

- Each String in the array lines will output, and there is no guarantee there will be a pause because currentThread() may not retrieve this thread
- Each String in the array lines will output, with no pause in between because this method is not executed in a Thread.
- Each String in the array lines will output, with a 1-second pause.
- This code will not compile.

29. 21. What is true about time slicing?

*Mark only one oval.*

- Time slicing is OS service that allocates CPU time to available runnable thread
- Time slicing is the process to divide the available CPU time to available runnable thread
- Time slicing depends on its implementation in OS
- Time slicing allocates more resources to thread

30. 22. Which of these packages contain all the collection classes? \_\_\_\_\_

*Mark only one oval.*

- java.lang
- java.util
- [java.net](#)
- java.awt

31. 23. Which of this interface is not a part of Java's collection framework?

*Mark only one oval.*

- List
- Set
- SortedMap
- SortedList

32. 24. Which of these methods is a part of Abstract Window Toolkit (AWT) ?

*Mark only one oval.*

- display()
- paint()
- drawString()
- transient()

33. 25. Which JDBC type represents a "single precision" floating point number that supports seven digits of mantissa?

*Mark only one oval.*

- REAL
- DOUBLE
- FLOAT
- INTEGER

34. 26. Which method is used for retrieving streams of both ASCII and Unicode characters is new in the JDBC 2.0 core API?

*Mark only one oval.*

- getCharacterStream
- getBinaryStream
- getBinaryStream getAsciiStream
- getUnicodeStream

35. 27. How access specifiers in Class helps in Abstraction?

*Mark only one oval.*

- They do not help in any way
- They allow us to show only required things to outer world
- They help in keeping things together
- Abstraction concept is not used in classes.

36. 28. Which of the following class allows to declare only one object of it?

*Mark only one oval.*

- Abstract class
- Virtual class
- Singleton class
- Friend class

37. 29. Which of the following is not a type of Constructor?

*Mark only one oval.*

- Friend constructor
- Copy constructor
- Default constructor
- Parameterized constructor

38. 30. How compile-time polymorphisms are implemented in OOP?

*Mark only one oval.*

- Using Function and Operator Overloading
- Using Virtual functions
- Using Templates
- Using Inheritance and Virtual functions

39. 31. Which of the following accesses the seventh element stored in array?

*Mark only one oval.*

- array[6];
- array[7];
- array(6);
- array

40. 32. What are the references?

*Mark only one oval.*

- An alternative name for already existing variables
- A pointer to a variable
- A new type of variables
- A new type of constant variable

41. 33. Which operator is having the right to left associativity in the following?

*Mark only one oval.*

- Array subscripting
- Function call
- Addition and subtraction
- Type cast

42. 34. Where should default parameters appear in a function prototype?

*Mark only one oval.*

- To the rightmost side of the parameter list
- To the leftmost side of the parameter list
- Anywhere inside the parameter list
- Middle of the parameter list

43. 35. What does modularity mean?

*Mark only one oval.*

- Hiding part of program
- Subdividing program into small independent parts
- Overriding parts of program
- Wrapping things into single unit

44. 36. Which classes allow primitive types to be accessed as objects?

*Mark only one oval.*

- Storage
- Virtual
- Friend
- Wrapper

45. 37. What is the difference between overloaded functions and overridden functions?

*Mark only one oval.*

- Overloading is a dynamic or run-time binding and Overriding is static or compile-time binding.
- Redefining a function in a friend class is called function overriding while redefining a function in a derived class is called overloaded function.
- Overloading is a static or compile-time binding and Overriding is dynamic or run-time binding.
- Redefining a function in a friend class is called function overloading while Redefining a function in a derived class is called as overridden function.



46. 38. How do we declare an 'interface' class?

*Mark only one oval.*

- By making all the methods pure virtual in a class
- By making all the methods abstract using the keyword 'abstract' in a class
- By declaring the class as interface with the keyword 'interface'
- It is not possible to create interface class in C++

47. 39. If a member needs to have unique value for all the objects of that same class, declare the member as

*Mark only one oval.*

- Global variable outside class
- Local variable inside constructor
- Static variable inside class
- Dynamic variable inside class

48. 40. Which of the following will directly stop the execution of a Thread?

*Mark only one oval.*

- notify()
- notify all ()
- wait()
- exits synchronized code

49. 41. Which function of pre defined class Thread is used to check weather current thread being checked is still running?

*Mark only one oval.*

- isAlive()  
 Alive()  
 isRunning()  
 Join()

50. 42. Assume the following method is properly synchronized and called from a thread A on an object B: wait(2000); After calling this method, when will the thread A become a candidate to get another turn at the CPU?

*Mark only one oval.*

- After thread A is notified, or after two seconds.  
 Two seconds after thread A is notified.  
 After the lock on B is released, or after two seconds.  
 Two seconds after lock B is released.

51. 43. What will be the output of the program? `class multithreaded_programing {  
public static void main(String args[]) { Thread t = Thread.currentThread();  
t.setName("New Thread"); System.out.println(t); } }`

*Mark only one oval.*

- Thread[5,main]  
 Thread[New Thread,5].  
 Thread[main,5,main].  
 Thread[New Thread,5,main]

52. 44. Which of these will create and start this thread? `public class MyRunnable implements Runnable { public void run() { // some code here } }`

*Mark only one oval.*

- `new Runnable(MyRunnable).start();`
- `new Thread(MyRunnable).run();`
- `new Thread(new MyRunnable()).start();`
- `new MyRunnable().start();`

53. 45. What is the name of the thread in the output of this program? `class multithreaded_programing { public static void main(String args[]) { Thread t = Thread.currentThread(); System.out.println(t.isAlive()); } }`

*Mark only one oval.*

- 1
- 0
- TRUE
- FALSE

54. 46. Which of these are types of multitasking?

*Mark only one oval.*

- Process based
- Thread based
- Process and Thread based
- None of the mentioned

55. 47. What will happen if two thread of the same priority are called to be processed simultaneously?

*Mark only one oval.*

- Anyone will be executed first lexicographically
- Both of them will be executed simultaneously
- None of them will be executed
- It is dependent on the operating system

56. 48. What requires less resources?

*Mark only one oval.*

- Thread
- Process
- Thread and Process
- Neither Thread nor Process

57. 49. Which interface restricts duplicate elements?

*Mark only one oval.*

- Set
- List
- Map
- All of these

58. 50. The accuracy and efficiency of a HashMap can be guaranteed with:

*Mark only one oval.*

- override hashCode method
- override equals method
- None
- All

59. 51. What is Collection in Java?

*Mark only one oval.*

- A group of objects
- A group of classes
- A group of interfaces
- None of the mentioned

60. 52. What will be the output of the following Java program? 1. import java.util.\*; 2. class Array 3. { 4. public static void main(String args[]) 5. { 6. int array[] = new int [5]; 7. for (int i = 5; i > 0; i--) 8. array[5-i] = i; 9. Arrays.fill(array, 1, 4, 8); 10. for (int i = 0; i < 5 ; i++) 11. System.out.print(array[i]); 12. } 13. }

*Mark only one oval.*

- 12885
- 12845
- 58881
- 54881

61. 53. Which of these functions is called to display the output of an applet?

*Mark only one oval.*

- display()
- paint()
- displayApplet()
- PrintApplet()

62. 54. Which of these modifiers can be used for a variable so that it can be accessed from any thread or parts of a program?

*Mark only one oval.*

- transient
- volatile
- global
- No modifier is needed

63. 55. What is the length of the application box made by the following Java program?  
1. import java.awt.\*; 2. import java.applet.\*; 3. public class myapplet extends Applet  
4. { 5. public void paint(Graphics g) 6. { 7. g.drawString("A Simple Applet", 20, 20); 8.  
} 9. }

*Mark only one oval.*

- 20
- 50
- 100
- System dependent

64. 56. What is the length of the application box made the following Java program? 1. import java.awt.\*; 2. import java.applet.\*; 3. public class myapplet extends Applet 4. { 5. Graphic g; 6. g.drawString("A Simple Applet", 20, 20); 7. }

*Mark only one oval.*

- 20
- Default value
- Compilation Error
- Runtime Error

65. 57. Which method is used for retrieving streams of both ASCII and Unicode characters is new in the JDBC 2.0 core API?

*Mark only one oval.*

- getCharacterStream
- getBinaryStream
- getAsciiStream
- getUnicodeStream

66. 58. Which of these keywords is used to refer to member of base class from a subclass?

*Mark only one oval.*

- upper
- super
- this
- None of these

67. 59. Which of these method of String class can be used to test to strings for equality?

*Mark only one oval.*

- isequal()  
 isequals()  
 equal()  
 equals()

68. 60. Which keyword is used by the method to refer to the object that invoked it?

*Mark only one oval.*

- import  
 catch  
 abstract  
 this

69. 61. Which operator is used by Java run time implementations to free the memory of an object when it is no longer needed?

*Mark only one oval.*

- delete  
 free  
 new  
 None of these



70. 62. Which of the following statements are incorrect?

*Mark only one oval.*

- default constructor is called at the time of object declaration
- constructor can be parameterized
- finalize() method must be declared protected
- finalize() method is called when an object goes out of scope and is no longer needed

71. 63. What is the process of defining more than one method in a class differentiated by parameters?

*Mark only one oval.*

- Function overriding
- Function overloading
- Function doubling
- None of these

72. 64. Which of these data type can be used for a method having a return statement in it?

*Mark only one oval.*

- void
- int
- float
- int and float

73. 65. Which of these class is used to create an object whose character sequence is mutable?

*Mark only one oval.*

- String()  
 StringBuffer()  
 String() & StringBuffer()  
 None of these

74. 66. Which of these method of class StringBuffer is used to find the length of current character sequence?

*Mark only one oval.*

- length()  
 Length()  
 capacity()  
 Capacity()

75. 67. Which of these keywords are used to define an abstract class?

*Mark only one oval.*

- abst  
 abstract  
 Abstract  
 abstract class

76. 68. If a class inheriting an abstract class does not define all of its function then it will be known as?

*Mark only one oval.*

- Abstract
- A simple class
- Static class
- None of these

77. 69. Which of these packages contains abstract keyword?

*Mark only one oval.*

- java.lang
- java.util
- [java.io](#)
- java.system

78. 70. What is the process of defining a method in a subclass having same name & type signature as a method in its superclass?

*Mark only one oval.*

- Method overloading
- Method overriding
- Method hiding
- None of these

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