



# 1Z0-804<sup>Q&As</sup>

Java SE 7 Programmer II

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**QUESTION 1**

Given:

```
import java.util.*;

public class CompareTest {

public static void main(String[] args) {

TreeSet set1 = new TreeSet(

new Comparator() {

public boolean compare(String s1, String s2) {

return s1.length() > s2.length();

}

});

set1.add("peach");

set1.add("orange");

set1.add("apple");

for (String n: set1) {

System.out.println(n);

}

}

}
```

What is the result?

- A. peach orange apple
- B. peach orange
- C. apple orange
- D. The program does not compile.
- E. The program generates an exception at runtime.

Correct Answer: D

The compiler has a problem with the line:

```
public boolean compare(String s1, String s2) {
```



```
return s1.length() > s2.length();
```

error: is not abstract and does not override abstract method compare(String,String) in Comparator new Comparator() {

```
Error: compare(String,String) in cannot implement compare(T,T) in Comparator public boolean compare(String s1, String s2) {
```

return type boolean is not compatible with int where T is a type-variable:

T extends Object declared in interface Comparator

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## QUESTION 2

What are two differences between Callable and Runnable?

- A. A callable can return a value when executing, but a Runnable cannot.
- B. A callable can be executed by a ExecutorService, but a Runnable cannot.
- C. A Callable can be passed to a Thread, but a Runnable cannot.
- D. A callable can throw an Exception when executing, but a Runnable cannot.

Correct Answer: AD

The Callable interface is similar to Runnable, in that both are designed for classes whose instances are potentially executed by another thread. A Runnable, however, does not return a result and cannot throw a checked exception.

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## QUESTION 3

A valid reason to declare a class as abstract is to:

- A. define methods within a parent class, which may not be overridden in a child class
- B. define common method signatures in a class, while forcing child classes to contain unique method implementations
- C. prevent instance variables from being accessed
- D. prevent a class from being extended
- E. define a class that prevents variable state from being stored when object Instances are serialized
- F. define a class with methods that cannot be concurrently called by multiple threads

Correct Answer: B

Note: An abstract method in Java is something like a pure virtual function in C++ (i.e., a virtual function that is declared = 0). In C++, a class that contains a pure virtual function is called an abstract class and cannot be instantiated. The same

is true of Java classes that contain abstract methods.

Any class with an abstract method is automatically abstract itself and must be declared as such.



An abstract class cannot be instantiated.

A subclass of an abstract class can be instantiated only if it overrides each of the abstract methods of its superclass and provides an implementation (i.e., a method body) for all of them. Such a class is often called a concrete subclass, to emphasize the fact that it is not abstract.

If a subclass of an abstract class does not implement all the abstract methods it inherits, that subclass is itself abstract.

static, private, and final methods cannot be abstract, since these types of methods cannot be overridden by a subclass. Similarly, a final class cannot contain any abstract methods.

A class can be declared abstract even if it does not actually have any abstract methods.

Declaring such a class abstract indicates that the implementation is somehow incomplete and is meant to serve as a superclass for one or more subclasses that will complete the implementation. Such a class cannot be instantiated.

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#### QUESTION 4

Which two properly implement a Singleton pattern?

A. `class Singleton { private static Singleton instance; private Singleton () {} public static synchronized Singleton getInstance() { if (instance == null) { instance = new Singleton (); } return instance; } }`

B. `class Singleton { private static Singleton instance = new Singleton(); protected Singleton () {} public static Singleton getInstance () { return Instance; } }`

C. `class Singleton { Singleton () {} private static class SingletonHolder { private static final Singleton INSTANCE = new Singleton (); } public static Singleton getInstance () { return SingletonHolder.INSTANCE; } }`

D. `enum Singleton { INSTANCE; }`

Correct Answer: AB

A: Here the method for getting the reference to the Singleton object is correct.

B: The constructor should be private such as:

```
private static Singleton instance = new Singleton();
```

Note: Java has several design patterns Singleton Pattern being the most commonly used.

Java Singleton pattern belongs to the family of design patterns, that govern the instantiation process. This design pattern proposes that at any time there can only be one instance of a singleton (object) created by the JVM.

The class's default constructor is made private, which prevents the direct instantiation of the object by others (Other Classes). A static modifier is applied to the instance method that returns the object as it then makes this method a class level method that can be accessed without creating an object.

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#### QUESTION 5

An application is waiting for notification of changes to a tmp directory using the following code statements:



```
Path dir = Paths.get("tmp")
```

WatchKey key = dir.register (watcher, ENTRY\_CREATE, ENTRY\_DELETE, ENTRY\_MODIFY) ; In the tmp directory, the user renames the file testA to testB, Which statement is true?

- A. The events received and the order of events are consistent across all platforms.
- B. The events received and the order of events are consistent across all Microsoft Windows versions.
- C. The events received and the order of events are consistent across all UNIX platforms.
- D. The events received and the order of events are platform dependent.

Correct Answer: A

Most file system implementations have native support for file change notification. The Watch Service API takes advantage of this support where available. However, when a file system does not support this mechanism, the Watch Service will poll the file system, waiting for events.

Note: WatchKey : When a Watchable entity is registered with a WatchService a key which is a WatchKey is generated. Initially the key is in ready state waiting to be notified of any events on the Watchable entity. Once an event occurs the key goes into signaled state and allows to access the events using its pollEvents method. After processing the poll events the key has to be reset by invoking its reset method.

Reference: The Java Tutorials, Watching a Directory for Changes

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