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Java SE 7 Programmer II

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**QUESTION 1**

Given the classes:

```
class Pupil {  
    String name = "unknown";  
    public String getName() {return name;}  
}  
  
class John extends Pupil {  
    String name = "John";  
}  
  
class Harry extends Pupil {  
    String name = "Harry";  
    public String getName() {return name;}  
}  
  
public class Director {  
    public static void main(String[] args) {  
        Pupil p1 = new John();  
        Pupil p2 = new Harry();  
        System.out.print(p1.getName() + " ");  
        System.out.print(p2.getName());  
    }  
}
```

What is the result?

- A. John Harry
- B. unknown Harry
- C. john unknown
- D. unknown unknown
- E. Compilation fails.
- F. An exception is thrown at runtime.



Correct Answer: B

QUESTION 2

Given these facts about Java types in an application:

-

Type x is a template for other types in the application.

-

Type x implements dostuff ().

-

Type x declares, but does NOT implement doit().

-

Type y declares doOther() . Which three are true?

A.

Type y must be an interface.

B.

Type x must be an abstract class.

C.

Type y must be an abstract class.

D.

Type x could implement or extend from Type y.

E.

Type x could be an abstract class or an interface.

F.

Type y could be an abstract class or an interface.

Correct Answer: BDF

Unlike interfaces, abstract classes can contain fields that are not static and final, and they can contain implemented methods. Such abstract classes are similar to interfaces, except that they provide a partial implementation, leaving it to

subclasses to complete the implementation. If an abstract class contains only abstract method declarations, it should be declared as an interface instead.



Note:

An interface in the Java programming language is an abstract type that is used to specify an interface (in the generic sense of the term) that classes must implement. Interfaces are declared using the interface keyword, and may only contain

method signature and constant declarations (variable declarations that are declared to be both static and final). An interface may never contain method definitions.

Note 2: an abstract class is a class that is declared abstract--it may or may not include abstract methods. Abstract classes cannot be instantiated, but they can be subclassed.


An abstract method is a method that is declared without an implementation (without braces, and followed by a semicolon)

QUESTION 3

Given:

```
class Counter extends Thread {
    int i = 10;
    public synchronized void display(Counter obj) {
        try {
            Thread.sleep(5);
            obj.increment(this);
            System.out.println(i);
        } catch (InterruptedException ex) { }
    }
    public synchronized void increment(Counter obj) {
        i++;
    }
}

public class Test {
    public static void main(String[] args) {
        final Counter obj1 = new Counter();
        final Counter obj2 = new Counter();
        new Thread(new Runnable() {
            public void run() { obj1.display(obj2);
        })
        .start();
        new Thread(new Runnable() {
            public void run() { obj2.display(obj1);
        })
        .start();
    }
}
```



From what threading problem does the program suffer?

- A. deadlock
- B. livelock



C. starvation

D. race condition

Correct Answer: B

A thread often acts in response to the action of another thread. If the other thread's action is also a response to the action of another thread, then a livelock may result.

As with deadlock, livelocked threads are unable to make further progress. However, the threads are not blocked -- they are simply too busy responding to each other to resume work. This is comparable to two people attempting to pass each

other in a corridor:

Alphonse moves to his left to let Gaston pass, while Gaston moves to his right to let Alphonse pass. Seeing that they are still blocking each other, Alphonse moves to his right, while Gaston moves to his left. They're still blocking each other,

so...

QUESTION 4

Given the code fragment:

```
public void otherMethod() {  
    printFile("");  
}  
  
public void printFile(String file) {  
    try (FileInputStream fis = new FileInputStream(file)) {  
        System.out.println (fis.read());  
    } catch (IOException e) {  
        printStackTrace(); }  
}
```

A. printStackTrace(); } Why is there no output when otherMethod is called?

B. An exception other than IOException is thrown.

C. Standard error is not mapped to the console.

D. There is a compilation error.

E. The exception is suppressed.

Correct Answer: D

The code compiles fine

The line



FileInputStream fis = new FileInputStream(file)) will fail at runtime since file is an empty string.

Note:

```
public void printStackTrace()
```

Prints this throwable and its backtrace to the standard error stream.

QUESTION 5

You have been asked to create a ResourceBundle file to localize an application.

Which code example specifies valid keys menu1 and menu2 with values of File Menu and View Menu?

- A. File Menu View Menu
- B. menu1File Menu menu1View Menu
- C. menu1m File menu, menu2, view menu
- D. menu1 = File Menu menu2 = View Menu

Correct Answer: D

A properties file is a simple text file. You can create and maintain a properties file with just about any text editor.

You should always create a default properties file. The name of this file begins with the base name of your ResourceBundle and ends with the .properties suffix. In the PropertiesDemo program the base name is LabelsBundle. Therefore the default properties file is called LabelsBundle.properties. The following example file contains the following lines:

```
# This is the default LabelsBundle.properties file s1 = computer s2 = disk s3 = monitor s4 = keyboard
```

Note that in the preceding file the comment lines begin with a pound sign (#). The other lines contain key-value pairs. The key is on the left side of the equal sign and the value is on the right. For instance, s2 is the key that corresponds to the value disk. The key is arbitrary. We could have called s2 something else, like msg5 or diskID. Once defined, however, the key should not change because it is referenced in the source code. The values may be changed. In fact, when your localizers create new properties files to accommodate additional languages, they will translate the values into various languages.

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