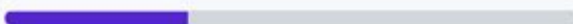




Java Exam Questions And Answers

17/50  1:29:37   [Finish test](#)

★ Question 17:

Select the correct value of the number variable.

```
1 var mixnumStream = List.of(Integer.valueOf(37), 5, 22, 13, 47, -113);
2 var number = mixnumStream.stream()
3   .distinct()
4   .filter(i -> i % 5 == 2).sorted(Comparator.reverseOrder()).findFirst().get();
```

☐ 22

☐ 13

☐ 37

☐ 47

☐ -113

☐ code will not compile

Java exam questions and answers are essential for anyone looking to test their knowledge or prepare for certification in the Java programming language. Java, being one of the most widely used programming languages, is fundamental in various fields, including web development, mobile applications, and enterprise software. This article aims to provide a comprehensive overview of common Java exam questions and their answers, along with explanations that will help deepen your understanding of the language.

Understanding Java Basics

Java is an object-oriented programming language that is designed to be platform-independent. It is essential to grasp the fundamental concepts of Java before diving into more complex topics. Here are some common questions related to Java basics:

1. What is the Java Virtual Machine (JVM)?

The JVM is an abstract computing machine that enables a computer to run Java programs. It provides a runtime environment for Java bytecode, allowing Java applications to be executed on any device that has the JVM installed. This is critical for Java's "write once, run anywhere" capability.

2. What are the main features of Java?

- Platform Independence: Java code can run on any device with a JVM.
- Object-Oriented: Java supports encapsulation, inheritance, and polymorphism.
- Automatic Memory Management: Java has a garbage collector that automatically manages memory.
- Multithreading: Java supports concurrent execution of two or more threads.
- Rich Standard Library: Java has a comprehensive set of libraries for various functionalities.

Java Control Structures

Control structures are essential for dictating the flow of execution in a Java program. Here are some questions related to control structures:

1. What is the difference between "if" and "switch" statements?

- If Statement:
 - Can evaluate boolean expressions.
 - More versatile; can handle ranges and complex conditions.
- Switch Statement:
 - Best for checking multiple discrete values of a single variable.
 - More readable when checking a variable against many possible values.

2. Explain the concept of loops in Java.

Loops allow you to execute a block of code multiple times. The primary types of loops in Java are:

- For Loop: Used when the number of iterations is known.

```
```java
for (int i = 0; i < 10; i++) {
 System.out.println(i);
}
```
```

- While Loop: Used when the number of iterations is not known beforehand.

```
```java
int i = 0;
while (i < 10) {
 System.out.println(i);
 i++;
}
```

```
```
- Do-While Loop: Similar to while but guarantees at least one execution.
```java
int i = 0;
do {
System.out.println(i);
i++;
} while (i < 10);
```
```

Java Data Types and Variables

Understanding data types and variables is crucial for managing data effectively in Java.

1. What are the primitive data types in Java?

Java has eight primitive data types:

1. byte: 8-bit integer
2. short: 16-bit integer
3. int: 32-bit integer
4. long: 64-bit integer
5. float: single-precision 32-bit floating point
6. double: double-precision 64-bit floating point
7. char: 16-bit Unicode character
8. boolean: represents true or false

2. How do you declare a variable in Java?

To declare a variable in Java, you must specify the data type followed by the variable name. Optionally, you can initialize the variable. For example:

```
```java
int age; // Declaration
age = 25; // Initialization
```
```

Or you can combine both:

```
```java
int age = 25; // Declaration and initialization
```
```

Object-Oriented Programming in Java

Java is built around the principles of object-oriented programming (OOP), which is essential for creating modular and reusable code.

1. What are the four main principles of OOP?

- Encapsulation: Bundling the data (variables) and methods that operate on the data into a single unit or class. It restricts direct access to some of the object's components.
- Inheritance: Mechanism where a new class (subclass) can inherit the properties and behaviors of another class (superclass).
- Polymorphism: Ability of different classes to be treated as instances of the same class through a common interface. It allows methods to do different things based on the object it is acting upon.
- Abstraction: Hiding the complex implementation details and showing only the essential features of the object.

2. What is a constructor in Java?

A constructor is a special method that is called when an object is instantiated. It has the same name as the class and does not have a return type. Constructors can be overloaded to create objects in different ways.

Example:

```
```java
class Dog {
 String name;

 // Constructor
 Dog(String name) {
 this.name = name;
 }
}
```
```

Java Exception Handling

Exception handling is a critical concept in Java that helps manage runtime errors efficiently.

1. What is an exception in Java?

An exception is an event that occurs during the execution of a program that disrupts the normal flow of instructions. Java provides a robust exception handling mechanism that allows developers to handle errors gracefully.

2. What are the types of exceptions in Java?

- Checked Exceptions: These exceptions are checked at compile-time. Example: `IOException`.
- Unchecked Exceptions: These exceptions are not checked at compile-time. Example: `NullPointerException`, `ArithmeticException`.

3. How do you handle exceptions in Java?

You can handle exceptions using the try-catch block:

```
```java
try {
// Code that may throw an exception
} catch (ExceptionType e) {
// Code to handle the exception
} finally {
// Code that will always execute
}
```
```

Java Collections Framework

The Java Collections Framework provides a set of classes and interfaces for storing and manipulating groups of data as a single unit.

1. What is the Java Collections Framework?

The Java Collections Framework is a unified architecture for representing and manipulating collections. It provides interfaces such as `List`, `Set`, and `Map`, and classes like `ArrayList`, `HashSet`, and `HashMap`.

2. What is the difference between List and Set?

- List: An ordered collection that allows duplicate elements. Example:

ArrayList.

- Set: A collection that does not allow duplicate elements. Example: HashSet.

3. How do you iterate through a collection in Java?

You can iterate through a collection using:

- For Loop:

```
```java
for (int i = 0; i < list.size(); i++) {
System.out.println(list.get(i));
}
```
```

- Enhanced For Loop:

```
```java
for (ElementType element : collection) {
System.out.println(element);
}
```
```

- Iterator:

```
```java
Iterator iterator = collection.iterator();
while (iterator.hasNext()) {
System.out.println(iterator.next());
}
```
```

Conclusion

In conclusion, Java exam questions and answers cover a wide array of topics, from basic concepts to advanced features. By familiarizing yourself with these questions, you can better prepare for exams or interviews and enhance your understanding of Java programming. The key to mastering Java is practice, so ensure you write code regularly, experiment with different features, and apply the concepts you learn through these questions. Embrace the learning journey, and you'll find yourself becoming proficient in Java over time.

Frequently Asked Questions

What is the main difference between JDK, JRE, and JVM?

JDK (Java Development Kit) is a software development kit that includes JRE (Java Runtime Environment) and development tools; JRE is the environment

required to run Java applications; JVM (Java Virtual Machine) is the component that executes Java bytecode.

How do you create a singleton class in Java?

A singleton class in Java can be created by making the constructor private, providing a static method that returns the instance of the class, and ensuring that the instance is created only once.

What are the access modifiers in Java?

The access modifiers in Java are public, protected, private, and package-private (default). They control the visibility of classes, methods, and variables.

What is the purpose of the 'final' keyword in Java?

The 'final' keyword in Java is used to declare constants, prevent method overriding, and disallow inheritance of classes.

What are the key features of Java?

The key features of Java include platform independence, object-oriented programming, automatic garbage collection, strong memory management, and a rich set of APIs.

How does Java achieve platform independence?

Java achieves platform independence through the use of the Java Virtual Machine (JVM), which allows Java bytecode to be executed on any platform that has a compatible JVM.

What is the difference between '==' and 'equals()' in Java?

'==' checks for reference equality (whether two references point to the same object), while 'equals()' is a method that checks for value equality (whether two objects are logically equivalent).

What is a Java interface and how is it different from an abstract class?

A Java interface is a reference type that can contain only constants, method signatures, default methods, static methods, and nested types. An abstract class can have instance variables and method implementations. An interface cannot provide any implementation for its methods until Java 8 introduced default methods.

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