SCJP   SCJPMockExam1Java   PDF

Q1 A method is… 1) an implementation of an abstraction. 2) an attribute defining the property of a particular abstraction. 3) a category of objects. 4) an operation defining the behavior for a particular abstraction. 5) a blueprint for making operations. Q2 An object is… 1) what classes are instantiated from. 2) an instance of a class. 3) a blueprint for creating concrete realization of abstractions. 4) a reference to an attribute. 5) a variable. Q3 Which line contains a constructor in this class definition? public class Counter { // (1) int current, step. public Counter(int startValue, int stepValue) { // (2) set(startValue). setStepValue(stepValue). } public int get() { return current. } // (3) public void set(int value) { current = value. } // (4) public void setStepValue(int stepValue) { step = stepValue. } // (5) } 1) Code marked with (1) is a constructor 2) Code marked with (2) is a constructor 3) Code marked with (3) is a constructor 4) Code marked with (4) is a constructor 5) Code marked with (5) is a Constructor Q4 Given that Thing is a class, how many objects and reference variables are created by the following code? Thing item, stuff. item = new Thing(). Thing entity = new Thing(). 1) One object is created 2) Two objects are created 3) Three objects are created 4) One reference variable is created 5) Two reference variables are created 6) Three reference variables are created. 100Test