

```

public class Car{
private String model;
private int year;

public Car(String m,int y ){

model=m;
year=y;
}
Public void setModel(String m)
{
model=m;
}

Public void setYear(int y)
{
year=y;
}
public String getModel(){
return model;
}
public int getYear(){
return year;
}

public void displayCar()
{
System.out.println("Model is :"+model);
System.out.println("year is :"+year);

}

public boolean equals(Object o){
Car C=(Car)o;

Return model==C. model&& year==C. year;
}
}

```

```
public class Employee{

private String fname;
private String lname;
private Double salary;
public Employee(String f , String m , double s){
```

```
    fname=f;
    lname=l;
    if(s<0)
    {salary=1000;}
    else
    {salary=s;}
    }
    Public void setfname(String f){
    fname=f;
    }
    Public void setlname(String l){
    lname=l;
    }
    Public void setsalary(double s){
    if(s<0)
    {salary=1000;}
    else
    {salary=s;}

    }
```

```
    Public String getfname(){
    Return fname;
    }
    Public String getlname(){
    Return lname;
    }
    Public double getsalary(){
    Return salary;
    ;
    }
    Public double yearllysalary(){
    Return salary*12;
    }
    public String toString(){
    return fname+" "+lname+" "+salary;
```

```
}  
}
```

```
Public class circle{  
Private double radius;  
Private double area;  
Private String color;  
Public circle(){}  
Public circle(double r, String clr){  
Radius=r;  
Color=clr;  
}  
Public double getRadius(){  
Return radius;  
}  
Public double getArea(){  
CalculateArea();  
Return area;  
}  
Public void CalculateArea(){  
area= 3.14*radius*radius;  
}  
  
}
```

5. If a reference variable is set to null, what does it mean?

- A. The object is destroyed immediately
- ☒ B. The reference variable points to nothing
- C. The object is copied
- D. The reference variable is deleted

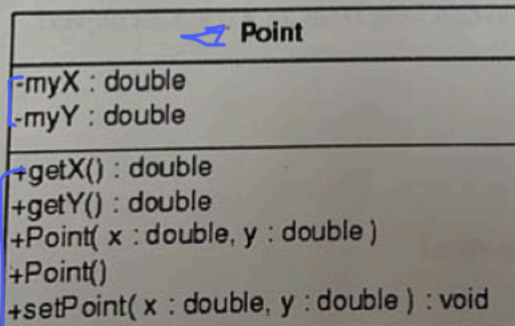
6. What is the purpose of the `equals()` method in Java?

- A. To compare the memory addresses of two objects
- ☒ B. To compare the contents of two objects
- C. To convert an object to a string
- D. To initialize an object

7. The length field of a two-dimensional array gives the number of...

- ☒ A. Rows
- B. Columns
- C. Rows + Columns
- D. Rows²

Question 3: Convert the UML class diagram into Java code:



```
public class Point{
    private double myX;
    private double myY;
    public Point(){
    }
    public Point(double x,double y){
        myX=x;
        myY=y;
    }
    public double getX(){return myX;}
    public double getY(){ return myY;}
    public void setPoint(double x,double y){
        myX=x;
        myY=y;
    }
}
```

Question 1: Mark (T) if the statement is True and (F) if it is False:

1. The main advantage of using the <u>this</u> reference in a constructor is to create a new object.	F
2. A valid way to call a static method is <u>ClassName.methodName()</u> .	T
3. Fields of an object store data.	T
4. Method overloading means two or more methods in a class may have the same name as long as their parameter lists are different.	T
5. Arrays can store different type of data at a time.	F
6. A private member of a class cannot be accessed from outside the class.	T
7. The <u>PrintWriter</u> class can be used to write text to a file.	T

Question 2: Choose the correct answer for the following question:

1. What is the keyword used to declare a method that can be called without creating an instance of its class?

- ☒ A. static
- ☐ B. public
- ☐ C. final
- ☐ D. private

2. Which of the following methods is used to remove an item from an ArrayList object?

- ☐ A. delete
- ☒ B. remove
- ☐ C. erase
- ☐ D. clear

3. What does the `toString()` method do in a Java class?

- ☒ A. Converts an object to a string representation
- ☐ B. Compares two objects for equality
- ☐ C. Initializes an object
- ☐ D. Destroys an object

4. How do you declare an array that will hold 6 integers in Java?

- ☐ A. `int numbers = new int[6];`
- ☒ B. `int[] numbers = new int[6];`
- ☐ C. `int numbers[] = new int[6];`
- ☐ D. Both B and C

Question 1: Mark (T) if the statement is True and (F) if it is False:

1. The static keyword can be used to declare class-level variables and methods.	<u>F</u>
2. The Files class provides methods for reading, writing, and manipulating files.	<u>F</u>
3. Fields of an object store data and reference.	<u>T</u>
4. The JVM periodically performs a process called garbage collection to automatically remove unreferenced objects from memory.	<u>T</u>
5. Arrays can store only one type of data at a time.	<u>T</u>
6. To delete an item from an ArrayList object, you use the delete method.	<u>F</u>
7. The size of an array can be obtained via its Length constant.	<u>T</u>

Question 2: Choose the correct answer for the following question:

1. Making an object of one class a field in another class is called:

- ☒ A. Aggregation
- B. Inheritance
- C. garbage collection
- D. finalization

2. When the == operator is used with reference variables:

- A. The contents of the objects are compared.
- ☒ B. the memory address of the objects are compared
- C. The fields of the objects are compared
- D. The methods of the objects are compared

3. The toString method of a class can be called implicitly:

- A. When an object of the class is passed to println or print.
- B. when an object of the class is concatenated with a string.
- ☒ C. A & B
- D. None of the above.

4. What happens when a method returns an object?

- A. A copy of the object is created and returned.
- ☒ B. A pointer to the object's location in memory is returned.
- C. The object is deleted after the method finishes.
- D. The object is created within the method and then returned.

Question 4: Write a Java program to check if an array contains duplicates.

```
int[] a={2,4,5,2,7,4};
boolean dup=false;

for(int i=0;i<a.length;i++)
{
    for (int j=i+1;j++)
    {
        if(a[i]==a[j])
        {
            dup=true;
        }
    }
}

if(dup==true)
{
    system.out.print("dublicate");
}
else
    System.out.print ("No duplicate");
```

d) Two or more methods in a class may have different names and their parameter lists are the same.

6. Which of the following statements about array size is correct?

- A) The size of an array can be changed after it is created.
- ☒ B) The size of an array is fixed once it is created.
- C) The size of an array must be a negative number.
- D) The size of an array is always 10.

7. What will happen if you try to access an array index that is out of bounds?

- A) The program will ignore the statement.
- ☒ B) The program will throw an `ArrayIndexOutOfBoundsException`.
- C) The program will return a default value.
- D) The program will automatically resize the array.

Question 3: Convert the UML class diagram into Java code: