Tender Heart High School

Class X **Computer Application** **Date-04.11.2024**

Revision-4 **Teacher-Prabhdeep Kaur**

101 A program that translates code written in a high-level language into machine code is called

a. Assembler
b. Linker
c. Compiler
d. None of these

102 A program that translates an assembly language program into machine code is called .....

a. Assembler
b. Linker
c. Compiler
d. None of these

103 Feature(s) of Java include .....

a. robust
b. object oriented
c. secure
d. All of these

104 Java can be used to write .....

a. stand-alone applications only
b. both stand-alone and internet applications
c. internet applications only
d. None of these

105 Java applications can run on .....

a. Windows platform
b. Macintosh platform
c. UNIX platform
d. All of these

106 Java applications .....

a. are platform dependent
b. do not need a platform to run
c. are platform independent
d. cannot run on Windows

107 A Java program can run as a stand-alone application only if it has .....

a. a void method
b. an overloaded method
c. a main method
d. no methods

108 What is the extension of a Java source code file?

a. .java
b. .txt
c. .class
d. .BlueJ

109 What is the extension of a Java class file?

a. .obj
b. .java
c. .class
d. .BlueJ

110 Choose the correct statement.

a. Applets can be executed in a web browser only.
b. Applets can be executed in an applet viewer only.
c. Applets can be executed in both web browser and applet viewer.
d. Applet cannot be executed.

111 The term OOP stands for .....

a. Object Oriented Procedure
b. Object Oriented Packet
c. Object Oriented Programming
d. Object Orientation Procedure

112 Object Oriented Programming mainly uses .....

a. Top-down approach
b. Top-down and bottom-up approach
c. Bottom-up approach
d. None of these

113 An object belonging to a particular class is known as a/an ..... of that class.

a. Interface
b. Instance
c. Alias
d. Member

114 Objects that share the same attributes and behaviour are grouped together into a/an .....

a. Interface
b. Instance
c. Alias
d. Class

115 ..... is the technique of binding both data and methods together to keep them safe from unauthorised access and misuse.

a. Abstraction
b. Inheritance
c. Encapsulation
d. Polymorphism

116 ..... refers to the act of representing essential features without including the background details.

a. Abstraction
b. Inheritance
c. Encapsulation
d. Polymorphism

117 Procedure Oriented Programming mainly uses .....

a. Top-down approach
b. Top-down and bottom-up approach
c. Bottom-up approach
d. None of these

118 ..... is the feature using which one class acquires the properties of another class.

a. Abstraction
b. Inheritance
c. Encapsulation
d. Polymorphism

119 The ability of a method or object to take on multiple forms is called .....

a. Abstraction
b. Inheritance
c. Encapsulation
d. Polymorphism

110 An object has .....

a. Attributes
b. State
c. Behaviour
d. All of these

111 A class is .....

a. An object factory
b. A blueprint to create objects
c. A specification for objects
d. All of these

112 ..... represents an entity in the real-world with its identity and behaviour.

a. A class
b. An object
c. A procedure
d. A method

113 ..... is a template to create similar objects that share common characteristics and behaviour.

a. A method
b. A procedure
c. An attribute
d. A class

114 The values of an object's ..... represent the state of the object.

a. methods
b. procedures
c. attributes
d. classes

115 The terms object and ..... are often interchangeable.

a. instance
b. behaviour
c. attribute
d. state

116 Procedure Oriented Programming gives importance to

a. Instructions only
b. Instructions and data
c. Data only
d. None of these

State whether the given statements are True or False

1 The while loop is an exit-controlled loop.
2 To execute a do-while loop, the condition must be true in the beginning.
3 The while part of a do-while statement must be terminated by a semicolon.
4 All types of loops in Java (for, while, and do-while) can be infinite loops.
5 The continue statement terminates the current loop and then continues from the statement immediately following the current loop.
6 The return statement is a jump statement.
7 The for loop may contain multiple initialisations and updates.
8 A loop that never terminates is called an empty loop.
9 The do-while loop executes at least once even if the condition is false.
10 The do-while loop is an exit-controlled loop.
11 An infinite loop can be constructed using a while loop only.
12 The statements that facilitate unconditional transfer of control are called jump statements.
13 A method may contain any number of return statements.
14 The non-static methods need an instance to be called.
15 A method can return more than one value.
16 Methods defined as void must return a value.
17 The static methods need an instance to be called.
18 In Java, all primitive types are passed by value and all reference types are passed by reference.
19 You can place the return statement in a void method without any expression.
20 If a method returns a value, then it must be of the same data type as defined in the method prototype.
21 Parameters in the method definition are called dummy parameters.
22 Methods reside in a class in Java.
23 Method overloading is one of the ways by which Java implements polymorphism.
24 The scope of a local variable is limited to the method or the block it is declared in.
25 The keyword static makes a method a class method.
26 An impure method always returns the same value when the same arguments are given.
27 There is only one ternary operator in Java.
28 Arithmetic operators + and - also have a unary form.
29 Operators = and == perform the same operation in Java.
30 The expression 14 % 2 evaluates to 0.
31 The expression 7 / 13 evaluates to 0.
32 The output of System.out.println(!true); is false.
33 The expressions 6 + 7 and "6" + "7" evaluate to the same value.
34 The expression m = m + 2 is same as m =+ 2.
35 The new operator allocates memory during runtime.
36 The statements n = 25 and n == 25 are same.
37 The expression p =- 9 is same as p = p-9.
38 The assignment operator (=) is a binary operator.

39 The output of System.out.println(1==1); is true.
40 Explicit type conversion is also known as coercion.
42 Java supports the use of the ASCII character set only.
43 The ASCII code for character 'Z' is 90.
44 The smallest unit in a Java program is known as token.
45 The Unicode character set uses 8 to 32 bits per character.
46 In an escape sequence, a character is preceded by a backward slash (\).
47 In Java, an identifier can begin with a $ sign.
48 The boolean data type is used for storing logical values.
49 Java offers five types of tokens.
50 Identifiers in Java may be of any length.
51 The char data type reserves 8 bits in memory.
52 Default value of reference data type is null.
53 To designate a literal constant of the type float, you must append the letter L to it.
54 Default value of char data type is '\u0000'.
55 If a literal constant contains a decimal point, then it is of the type double by default.
56 A variable can be used in a Java program even if it has not been declared.
57 High-level languages are closer to computer hardware.
58 Code and data are held separately in a procedural language.
59 Code and data are held separately in OOP.
60 When you wrap data and related methods into a single unit, it represents encapsulation.
61 The class that is derived from another class is called a subclass.
62 Classes can be derived from other classes.
63 Inheritance allows a class to acquire the properties of another class.
64 A class is a blueprint for the attributes and behaviours of a group of objects.
64 Objects from the same class do not share the same definition of attributes and behaviours.
65 A class is a specification about the object.
66 Only one instance can be created from a single class.
67 A class is a user-defined data type.
68 The terms object and instance are often interchangeable.
69 Collectively, the values of an object's attributes represent the state of the object.
70 Objects interact with each other through messages.