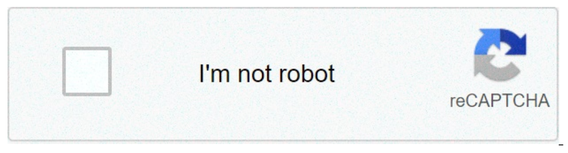

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Basic java multiple choice questions with answers

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Answering the 10 most common questions about Java is a list of the most asked questions about Java. TrueMark Technology provides answers to 10 most common Java questions. Java is an object-oriented programming language and is a generic programming language. Java specs say that everything in Java is not "Passass-by-reference" . There is no such thing as "pass-by-TM value" in Java. Developers and beginners often stuck in their career as a Java developer and needs efforts and practice for Master.Content Writer to Truemark technology. Society website Link - and beginners Often they remain stuck in their career as a Java developer and each job needs some effort and practice to master. Developers often ask questions to their team or audience for solutions. As a Java developer, there are thousands of problems that face every day. This problem could be critical or minor.java is a generic object-oriented programming language. For a Java developer or any developer, errors continue to occur. Programmers most commonly tend to deal with such errors while practicing or experimenting. So, we created a list of more questions asked about Java to help you guys. Here is a list of questions about Java.10 More questions about Javaif You are also a Java developer and if you have some questions about Java, then please take a look at the solutions below. The following questions about Java are described with the best possible solutions.1. Is Java â€ œpass-by-referenceâ€ or â€ œpass-by-valueâ€? Answer: Java is always pass-by-value. Unfortunately, when we pass the value of an object, we are passing the reference to it. This is confused for beginners as these questions about Java are frequently asked by beginners and so: Static main vacuum (string [] args) {cane adog = new dog ("max"); Olddog dogs = adog; // we pass the object to foo foo (adog); // ADog variable is still pointing to the dog "max" when foo (...) returns adog.getname (). equal ("max"); // true adog.getname (). The same ("fififi"); // false adog == olddog; // true public static public foo (cane d) {d.getname (). equal ("max"); // true // changes D within foo () to point to a new instance of the dog "fififi" d = new dog ("fififi"); d.getname (). The same ("fififi"); // TRUE In the example above ADog.GetName () will return "max". The Adog value inside the main is not modified in the Foo function with the "fififi" dog as the object reference is passed by value. If it was transmitted by reference, then ADog.GetName () in Main would return "fififi" after the call to foo.cheWisewise: Public Static Void Main (String [] ARGS) {Dog Adog = New Dog ("Max") ;olddog = adog; foo (adog); // When FOO (...) returns, the dog's name has been changed to adog.getname. The same ("fififi"); // true // but is still the same dog: adog == olddog; // true public static public foo (cane d) {d.getname (). equal ("max"); // true // thisthe name D be "fififi" d.setname ("fififi"); } In the above example, Fifi is the dog's name after a call to Foo (Adog) because the object's name was set within Foo (...). Any operations that Foo performs on D are such that, for all practical purposes, are performed on Adog, but it is not possible to change the value of the Adog variable. Automatic response: the Java specific says that everything to Java is the -Patero-valore pass. There is no such thing as "Passass-by-reference" in Java. The key to understanding this is that something similar not a dog; He's actually a pointer to a dog. What it means, is when you havedog mydog = new dog ("rover"); foo (mydog); you are essentially overcoming the address of the dog object created to the FOO method. Suppose the object of the dog resides at memory address 42. This means we pass 42 to the method. If the method has been defined as AsPublic Void Foo (Cane somedog) {somedog.setname ("max"); // aaa somedog = new dog ("fifififi"); // BBB somedog.setName ("RowLF"); // CCC Look what's going on. The Somedog parameter is set on the 42at value line "somedog is followed by the pointing dog (the dog object at address 42) The dog (the one at address 42) was asked to change his name in Maxat Line â€ œBBBâ€ "There is created a new dog. Let's say that the address 74, we assign the parameter a somedog to 74at Line â€ œCCCâ€ Somedog is followed by the dog pointing (the object of the dog at address 74) that dog (that at address 74) It is asked to change his name to Rowlfthen, we return that we think about what happens outside of the method: Has mydog changed? There's the key. The key. I think MyDog is a pointer, not a real dog, and not a real dog, the answer is no. MyDog still has value 42; It is still directed towards the original dog (but note that due to the line â€ œaaaaâ€, its name is now â€ œmaxâ€ "Even the same dog; the value mydogâ€ ~ the value has not changed it.) It is perfectly valid to follow an address and change which are at the end of it; This does not change the variable, however.java works exactly as C. You can assign a pointer, switch the pointer to a method, follow the pointer in the method and change the data to which it was indicated. However, it is not possible to change where some point pointer.in C ++, ADA, Pascal, M and other languages that support pass-by-reference, the variable has actually changed. If the reference semantic had a pass-by-reference reference semantic, the Foo method we defined above would change where MyDog pointed when he assigned a BBB.Think somedog of reference parameters such as alias for the past variable. When alias is assigned, then it is the variable that has been passed. How to read/ convert an InputStream into a string in Java?A nice way to do this is using Apache Commons Iutils to copy the inputstream into a stringwriter, something Likestringwriter Writer = New Stringwriter (); Utils.copy (inputstream, writer, encoding); String thestring = writer.tostring (); or even // nb: does not close closes you will have to use tests-with-resources for this String theString = IOUtils.toString (inputStream, encoding); Alternatively, you can use ByteArrayOutputStream if you do not want to mix the stream and WritersAdditional answers: also, there are various ways to convert InputStream to a string in JavaUsing IOUtils.toString (Apache Utils)Result of Force = IOUtils.toString (inputStream, StandardCharsets.UTF_8);Using CharStreams (Guava)Result of Force = CharStreams.toString (new InputStreamReader(inputStream, Charsets.UTF_8));Scanner s = new Delimiter(";Using Stream API (Java 8). Attention: This solution converts different line breaks (such as \r) into . String result = new BufferedReader(new InputStreamReader(inputStream))) .lines().collect(Collectors.joining("")); Using Parallel Stream API (Java 8). Attention: This solution converts different line breaks (such as \r) into . String results = new BufferedReader(new InputStreamReader(inputStream)).lines() .parallel().collect(Collectors.joining("")); Using InputStreamReader and StringBuilder (JDK)final int bufferSize = 1024; final char[] buffer = new char[buputSizelder]; 0) {out.append(buffer, 0, charsRead); } returns out.toString(); Using StringWriter and IOUtils.copy (Apache Commons)StringWriter writer = new StringWriter(); IOUtils.copy (inputStream, writer, "F-8"); returns writer.to(); -1) { result.write(buffer, 0, length); } // StandardCharsets.UTF_8.name() > JDK 7 return result.toString ("UTF-8");User BufferedReader (JDK). Attention: This solution converts different line breaks (such as \r) online. property of the separator system (for example, in Windows a “\r”). String newLine = System.getProperty("line.separator"); BufferedReader reader = new BufferedReader(new InputStreamReader(inputStream)); StringBuilder result = new StringBuilder(); boolean flag = false; for (line of effort; (linea = reader.readLine()))!= null;) { result.append (flag? newLine: "). append(line); flag = true; } result.toString(); Using BufferedInputStream and ByteArrayOutputStream (JDK)BufferedInputStream bis = new BufferedInputStream (inputStream); ByteArrayOutput buf = new ByteArrayOutput = standard results(-1) { buf.write((byte) result); result = bis.read(); } // StandardCharsets.UTF_8.name() > JDK 7 repat.toString("UTF-8"); Use inputStream.read() and StringBuilder (JDK). Attention: This solution has problems with Unicode, for example with the Russian text (works correctly only with the non-Unicode text)int ch; StringBuilder sb = new StringBuilder(); while(ch =! = -1) sb.append (char) ch); Restore(); return sb.tostring (); Warning: 4, 5 and 9 solutions Convert different row break to One.Solution 11 cannot work properly with TestPerformance Unicode test tests for the small string (length = 175), (media mode , System = Linux, Score 1.343 is the best): UGT 0GT 0GT 0,030 US / Op. 2,327 2,327 2,327 How to avoid! = Null statements? Answer: There are two cases where Null Checking is displayed: where NULL is avalid in terms of contract; Eddove is not a valid answer. (2) It's easy. Or use statements of assertion (assertions) or allow failures, the assertions are a a The Java function was added to 1.4. The syntax is: Orssert : Where is a Boolean expression and is an object whose tostring method () is included in the error issue. An ASSERT statement launches an error (assertionerror) if the condition is not true. By default, Java ignores the assertions. You can enable statements by exceeding the-to JVM option. You can enable and disable assertions for individual classes and packages. This means that you can validate the code with the assertions during development and testing, and disable them in a production environment, although my test has shown next to any impact on performance from assertions. Despite the use of assertions, in this case, it is ok because the code will be enough to fail, which is what happens if you use the assertions. The only difference is that with statements it could happen before, in a more significant way and possibly with additional information, which can help you understand why it happened if you don't expect it. (1) is a bit more difficult. If you don't have control over the code you're calling, then you're stuck. If null is a valid answer, you must verify it. If the code is that you check, however (and this is often the case), then it's a different story. Avoid using NULL as an answer. With the methods that return collections, it is easy: returns blank collections (or arrays) instead of nulls practically a long time. With no collections, it could be more difficult. Consider this example: if you have these interfaces: action of the public interface {void dosomething (); } PARSER INTERFACE Parser {Action FindAction (String UserInput); } Where the parser takes input for the raw user and find something to do, maybe if you are implementing a command line interface for something. Now you could make the contract that returns NULL if there are no appropriate action. This leads the null control of which we talk about an alternative solution is never to return NULL and instead use the NULL object model: Public class MYPARSER implements parser {Privatic Static Action do_Nothing = New action () {Public void dosomething () { /* doing nothing */ } }; Fintaction of public action (String Useridput) {// ... if (/ * I can't find any action * /) {Return do_noring; }}} Compare: Parser parser = parserfactory.getparser (); If (parser == null) {// what? // This would be an example of where it is not (or should not be) a valid answer} Action action = parser.findaction (SomeInput); if (action == null) {// do nothing} else {action.dosomething (); } ToparserFactory.getParser (). Findaction (SomeInput) .dosomething (); That is a much better design because it leads to a more concise code. This said, maybe it's completely appropriate for the Fintaction () method to launch an exception with message significant â€ "especially in this case where you rely on user input. It would be much better for the research method to give an exception than the call method to explode with aNullPointerException without explanation.try { ParserFactory.getParser().findAction(someInput).doSomething(); (ActionNotFoundException anfe) { userConsole.err(anfe.getMessage()); }O if you think that the test/catch mechanism is too bad, rather than Do Nothing default action should provide feedback to the user.public Action findAction(final user String Code to return prompted Action if found */ return new Action() { public void doSomething() { userConsole.err("Action not found: " + userInput); }4.Difference Hash between Hashtable Answer: In Java, there are several differences between HashMap and Hashtable:Hashtable is synchronized, while HashMap is not. This makes HashMap better for non-threaded applications, as unsynchronized objects usually perform better than synchronized ones. Hashtable does not allow null keys or values. HashMap allows a blank key and any number of null values. One of the subclasses of HashMap is LinkedHashMap, so in case you want a predictable iteration order (which is the entry order by default), you could easily exchange the HashMap for a LinkedHashMap. This would not be easy if you were using Hashtable. Since synchronization is not a problem for you, then HashMap is better. If synchronization becomes a problem, you can also watch oncurrentHashMap. Additional answer: A very common idiom is to “check then put” — i.e. look for an entrance into the map, and add it if it does not already exist. This is in no way an atomic operation if you use Hashtable or HashMap. An equivalent synchronized HashMap can be obtained from:Collections.synchronizedMap(myMap); But to correctly implement this logic you need an additional synchronization of the form:synchronized(myMap) {if (!myMap.containsKey("tomato")))) myMap.put("tomato", "red"); }Even with regard to the map of Hapsafepsh The implementations of the ConcurrentMap interface (e.g. ConcurrentHashMap) resolve some of these elements by including control semantics at thread-safe as:ConcurrentMap.putIfAbsent(key, value);5. How and when should UserManager.isUserAGoat() be used? Answer: From the source, the method used to return false until it has been modified in API 21./******* Used to determine whether the user who makes this call is subject to * teletransmissions. * @return if the user who makes this call is a goat * / publishes boolean isUserAGoat() {Return false; It seems that the method does not have real use for us as developers. In the API 21 the implementation was modified to check if there is an app installed with the com.coffeestainstudios.goatsimulator/****** package used to determine whether the user who makes this call is subject to * teletransmissions. * As of {@link android.os.this method can * now automatically identify goats using advanced goat recognition* * @return Returns true if the caller is a goat */ public boolean isUserAGoat () { return mContext.getPackageManager ().isPackageAvailable (“com.coffeestainstudios.goatsimulator”); }6. Why don’t composite assignment operators require Java casting +=, -=, *=, /=?Answer:In this case it is §15.26.2 Composite assignment operators. Excerpt:A composite assignment expression of the form E1Ã¨ opÃ¨ E2 equals E1Ã¨ =Ã¨ (T) ((E1) Ã¯¿¼ (E2)), where T is the type of E1, except that E1 is evaluated only once. Merging errors can lead to critical failure.An example cited by Â§15.26.2e turns out that x has the value 7 because it is equivalent to:short x = 3; x = (short)(x + 4,6);In other words, i += j; is a shortcut for i =(type of i) (i + j).7. How to create ArrayList from array? Answer:In Java, the array list can be created from an array using code that something like thisonew ArrayList(Arrays.asList(array)); Also the simplest way can beList list = Arrays.asList(array);Alternative answer:Given:Element[] array = new Element[] { new Element(1), new Element(2), new Element(3) };The simplest answer is to do:List list = Arrays.asList(array);This works fine. But some caveats: the list returned by asList has a fixed size. So, if you want to be able to add or remove items from the returned list in your code, you'll need to wrap it in a new ArrayList. Otherwise, you will get a NonsupportedOperationException.The list returned by asList () is supported by the original array. If you change the original array, the list will also be changed. 8. How to generate random integers within a specific range in Java?Answer:In Java 1.7 or later, the standard way to do this is:import java.util.concurrent.ThreadLocalRandom; // nextInt normally excludes the higher value, // then add 1 to make it inclusive of int randomNum = ThreadLocalRandom.nex (). IntInt (min, max + 1);See the related JavaDoc. This approach has the advantage of not having to explicitly initialize a java.util.Random instance, which can be confusing and error-prone if used inappropriately. However, in contrast, there is no way to explicitly set the seed, so it can be difficult to reproduce the results in situations where this is useful, such as testing or saving game states or the like. In these situations, you can use the pre-Java 1.7 technique shown below.Prior to Java 1.7, the standard way to do this is as follows:import java.util.Random; /** * Returns a pseudo-random number between min and max, inclusive. * The difference between min and max can be at most * Integer.MAX_VALUE - 1. * * @param min Minimum value * @param max Maximum value. Must be greater than min. * @return Integer between min and max, inclusive. * java.util.random # Nextint (int) * / Public Static Int Randint (int min, int max) {// Note: this (intentionally) will not be executed as written so that who // copy-paste should think about how like Their // casual isientance. The initialization of the random instance is outside // the main scope of the application, but some decent options are to have // a field that is initialized once and then reused as necessary or // use threadlocalrandom (if yes He uses at least Java 1.7). ////// In particular, do not do 'random rand = new random ()' here or / / / / will get not very good / not very random results. Rand; // Next Int is normally exclusive to the upper value, // then add 1 to do so inclusive int random number num = rand.NextInt (max - min) + 1) + min; random return num; } See its Javadoc. In practice, Java.util. The random class is often preferable to Java.lang. Math.random (). In particular, there is no need to reinvent the random integer generation wheel when there is a simple API inside the standard library to make the task.9. Why char [] Favorite over string for passwords? Answer: The strategies are immutable. This means that once the string has been created, if another process can download the memory, there is no way (apart from reflection) it is possible to get rid of the data before the collection of waste kicks inside. With an array, you can explicitly erase the data after doing with it. You can overwrite the array with everything you like, and the password will not be present anywhere in the system, even before the collection of waste. So yes, this is a security concern â € "but also use Char [] only reduces the opportunity window for an attacker, and is only for this specific type of attack. It is also possible that the arrays that are moved from the trash collector will leave copies stray of data in memory. The rubbish collector can delete all the memory as it goes, to avoid this kind of thing. Even if it does, there is still time during which the Char [] contains the real characters like an attack window. 10. How to efficiently turn on each entry in a Java map? Answer: To iterate efficiently on each entry in a java, use the following code: map map = ... per (map.entry entry: map.entryset ()) {system.out .println (entry.getkey () + "/" + entry.getvalue ()); } Additional Answer: Also, this description with example can be useful for you for example, if we want to find the sum of all the keys and values of a map, we can write: using iterator and map.entrylong i = 0; Iterator IT = map.Entryset (). Iterator (); While (it.hasnext ()) {map.Entry pair = it.next (); I + = Couple.getKey () + Couple.getValue (); } Using for access and map.entrylong i = 0; For (Map.Entry Pair: map.Entryset () {i + = couple.ach.getkey () + pair. I [0] + = k + V); Long i = 0; For (Integer Key: map.KEYSET () {I + = KEY + MAP.get (KEY);} Using the key and the Iteratorlong I = Iterator < Integer> itr2 = mapkey.Set().iterator(); mentre (itr2.hasNext() { { entries = map.entryset (). iterator (); voices.Hasnext ();) {Map.Entry entry = Entries.Next (); i + = entry.getKey () + entry.getValue (); } oando the apifinal of flow java 8 long [] i = {0;} map.EntrySet (). stream (). foreach (e -> i [0] + = E.GetKey () + E.GetValue ()); use of java 8 stream api parallelluillluil long [] i = {0;} map.EntrySet (). stream (). parallel (). foreach (e -> i [0] + = E.GetKey () + E.GetValue ()); oando iteriblemap di apache collectionslong i = 0; maperiteter it = ITERABLEMAP.MAPITATOR (); while (it.hasnext () {i + = it.next () + it.getValue (); } using eclipse mutablemaps (cs) collections final long [] i = {0;} mutablemap.forealeyKeyValue (key, value) -> {i [0] + = + + value;)} in conclusion this is the list of the 10 most asked questions on java. I hope this article helped you. Besides, do not forget to share this post since others like you may have similar issues related to Java. Also, do not hesitate to ask any question related to java, we will be happy to help you. This post was originally posted on devpost.join hacker noon

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