Vendor: Oracle

Exam Code: 1Z0-808

Exam Name: Java SE 8 Programmer I

Version: DEMO

QUESTION 1
Given the code fragment:

```
String str = "Sweet Sweat";
String str2 = str.trim().charAt(6) + "" +str.indexOf("Sw",1);
System.out.println(str2);
```

What is the result?

A. S 6
B. S 5
C. s-1
D. w 7

Answer: C
Explanation:

```
16 public class Shop {
17     public static void main(String[] args) {
18     String str = "Sweet sweat";
19     String str2 = str.trim().charAt(6) + "" +str.indexOf("Sw",1);
20     System.out.println(str2);
21     }
22 }
```

Result

CPU Time: 0.27 sec(s), Memory: 35780 kilobyte(s)

```
s-1
```

QUESTION 2
Given the code fragment:

```
public static void main(String[] args) {
    List<String> names = new ArrayList<>();
    names.add("Robb");
    names.add("Bran");
    names.add("Rick");
    names.add("Bran");

    if (names.remove("Bran")) {
        names.remove("Jon");
    }
    System.out.println(names);
}
```

What is the result?

A. [Robb, Rick, Bran]
B. [Robb, Rick]

C. [Robb, Bran, Rick, Bran]
D. An exception is thrown at runtime.

Answer: A
Explanation:
After adding elements to names we have a list with four elements and element “Bran” repeated.
After removing element “Bran” we have a list with three elements [Robb, Rick, Bran].
remove method removes the first occurrence of the specified element from this list, if it is present.
If the list does not contain the element, it is unchanged.
https://docs.oracle.com/javase/8/docs/api/java/util/ArrayList.html#remove-java.lang.Object-

QUESTION 3
Given:

```
public class App {
      int foo;
      static int bar;

      static void process() {
            foo += 10;
            bar += 10;
      }
      public static void main(String[] args) {
            App firstObj = new App();
            App.process();
            System.out.println(firstObj.bar);

            App secondObj = new App();
            App.process();
            System.out.println(secondObj.bar);
      }
}
```

What is the result?

A. 10
B. A compile time error occurs
C. 20
D. 10

Answer: B
Explanation:

Result

CPU Time: sec(s), Memory: kilobyte(s)

```
/App.java:21: error: non-static variable foo cannot be referenced from a static context
      foo +=10;
      ^
1 error
```

QUESTION 4
Given:

```
class X {
    static int i;
    int j;
    public static void main(String[] args) {
        X x1 = new X();
        X x2 = new X();
        x1.i = 3;
        x1.j = 4;
        x2.i = 5;
        x2.j = 6;
        System.out.println(
            x1.i + " " +
            x1.j + " " +
            x2.i + " " +
            x2.j);
    }
}
```

What is the result?

A. 3 4 5 6
B. 3 4 3 6
C. 5 4 5 6
D. 3 6 4 6

Answer: C
Explanation:
Since variable i is static, it is shared by all instances of X.
When code executes x2.i = 5, x1.i = 5 too.
Since variable j isn't static, each instance of X has its own copy of j.

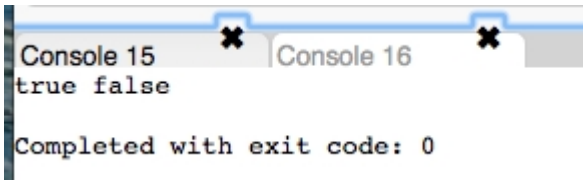
QUESTION 5
Given:

```
public class Test {
    public static void main(String[] args) {
        Test ts = new Test();
        System.out.print(isAvailable + " ");
        isAvailable= ts.doStuff();
        System.out.println(isAvailable);
    }
    public static boolean doStuff() {
        return !isAvailable;
    }
    static boolean isAvailable = true;
}
```

What is the result?

A. Compilation fails.
B. false true
C. true false
D. true true
E. false false

Answer: C
Explanation:



QUESTION 6
Given the code fragment:

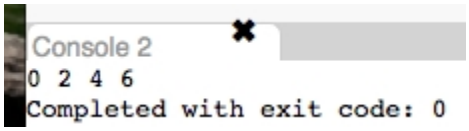
```
public static void main(String[] args) {
    int ii = 0;
    int jj = 7;
    for (ii = 0; ii < jj; ii = ii + 2) {
        System.out.print(ii + " ");
    }
}
```

What is the result?

A. 2 4

B. 0 2 4 6
C. 0 2 4
D. Compilation fails.

Answer: B
Explanation:



QUESTION 7
Which three are advantages of the Java exception mechanism?

A. Improves the program structure because the error handling code is separated from the normal program function
B. Provides a set of standard exceptions that covers all the possible errors
C. Improves the program structure because the programmer can choose where to handle exceptions
D. Improves the program structure because exceptions must be handled in the method in which they occurred
E. Allows the creation of new exceptions that are tailored to the particular program being created

Answer: ACE
Explanation:
B is false. Standard exceptions not cover all possible errors.
D is false. Exceptions don't have to be handled in the method in which they occurred.

QUESTION 8
Which two are valid declarations of a two-dimensional array?

A. int[][] array2D;
B. int[2][2] array2D;
C. int array2D[];
D. int[] array2D[];
E. int[][] array2D[];

Answer: AD
Explanation:
int[][] array2D; is the standard convention to declare a 2-dimensional integer array.
int[] array2D[]; works as well, but it is not recommended.
Incorrect answers:
int[2][2] array2D;
The size of the array cannot be defined this way.
int array2D[]; is good definition of a one-dimensional array.
int[] []array2D[];is good definition of a three-dimensional array.

QUESTION 9
Given the code from the Greeting.Java file:

```
public class Greeting {
    public static void main(String[] args) {
        System.out.println("Hello " + args[0]);
    }
}
```

Which set of commands prints Hello Duke in the console?

```
A) javac Greeting
   java Greeting Duke

B) javac Greeting.java Duke
   java Greeting

C) javac Greeting.java
   java Greeting Duke

D) javac Greeting.java
   java Greeting.class Duke
```

A. Option A
B. Option B
C. Option C
D. Option D

Answer: C
Explanation:
Source code file names must have .java suffixes to compile with javac
We interpret or run the program with “java <class name without suffix> arguments”
http://docs.oracle.com/javase/8/docs/technotes/tools/windows/javac.html
http://docs.oracle.com/javase/8/docs/technotes/tools/windows/java.html

QUESTION 10
Given the code fragment:

```
String h1 = "Bob";
String h2 = new String ("Bob");
```

What is the best way to test that the values of h1 and h2 are the same?

A. if (h1 == h2)
B. if (h1.equals(h2))
C. if (h1 = = h2)
D. if (h1.same(h2))

Answer: B
Explanation:
The equals method compares values for equality.
Incorrect answers:

The strings are not the same objects so the == comparison fails.
See note #1 below.
As the value of the strings are the same equals is true.
The equals compares values for equality.
There is no generic comparison method named same.
= = (with a space) is not a valid method.
Note: #1 ==
Compares references, not values.
The use of == with object references is generally limited to the following:
Comparing to see if a reference is null.
Comparing two enum values. This works because there is only one object for each enum constant.
You want to know if two references are to the same object.

QUESTION 11
Given the code fragment:

```
public class Person {
    String name;
    int age = 25;

    public Person (String name) {
        this (); //                              //line n1
        setName(name);
    }
    public Person (String name, int age) {
        Person (name);                          //line n2
        setAge (age);
    }
    //setter and getter methods go here

    public String show () {
        return name + " " + age;
    }
    public static void main (String [] args) {
        Person p1 = new Person ("Jesse");
        Person p2 = new Person ("Walter", 52);
        System.out.println (p1.show () );
        System.out.println (p2.show () );
    }
}
```

What is the result?

A. Compilation fails at both line n1 and line n2.
B. Compilation fails only at line n2.
C. Compilation fails only at line n1.
D. Jesse 25
Walter 52

Answer: A
Explanation:
At line n1, Person class hasn't any constructor without arguments.

At line n2, there isn't any method Person. If we want to call the constructor that should be "this(name)".

QUESTION 12
Given:

```
String message1 = "Wham bam!";
String message2 = new String("Wham bam!");

if (message1 == message2)
    System.out.println("They match");

if (message1.equals(message2))
    System.out.println("They really match");
```

What is the result?

A. They match
   They really match
B. They really match
C. They match
D. Nothing Prints
E. They really match
   They really match

Answer: B
Explanation:
The strings are not the same objects so the == comparison fails.
See note #1 below.
As the value of the strings are the same equals is true.
The equals method compares values for equality.
Note: #1 ==
Compares references, not values.
The use of == with object references is generally limited to the following:
Comparing to see if a reference is null.
Comparing two enum values.
This works because there is only one object for each enum constant.
You want to know if two references are to the same object.

QUESTION 13
Which usage represents a valid way of compiling java source file with the name "Main"?

A. javac Main.java
B. java Main.class
C. java Main.java
D. javac Main
E. java Main

Answer: A

Explanation:
The compiler is invoked by the javac command. When compiling a Java class, you must include the file name, which houses the main classes including the Java extension.
So to run Main.java file we have to use command in option A. TO execute Java program we can use Java command but can't use it for compiling.
https://docs.oracle.com/javase/tutorial/getStarted/application/index.html

QUESTION 14
Given the code fragment:

```
System.out.println("Result: " + 2 + 3 + 5);
System.out.println("Result: " + 2 + 3 * 5);
```

What is the result?

A. Result: 10
   Result: 30
B. Result: 10
   Result: 25
C. Result: 235
   Result: 215
D. Result: 215
   Result: 215
E. Compilation fails

Answer: C
Explanation:
First line:
System.out.println("Result: " + 2 + 3 + 5);
String concatenation is produced.
Second line:
System.out.println("Result: " + 2 + 3 * 5);
3*5 is calculated to 15 and is appended to string 2. Result 215.
The output is:
Result: 235
Result: 215
Note #1:
To produce an arithmetic result, the following code would have to be used:
System.out.println("Result: " + (2 + 3 + 5));
System.out.println("Result: " + (2 + 1 * 5));
run:
Result: 10
Result: 7
Note #2:
If the code was as follows:
System.out.println("Result: " + 2 + 3 + 5");
System.out.println("Result: " + 2 + 1 * 5");
The compilation would fail. There is an unclosed string literal, 5", on each line.

QUESTION 15
Which statement is true about the default constructor of a top-level class?

A. It can take arguments.

B. It has private access modifier in its declaration.
C. It can be overloaded.
D. The default constructor of a subclass always invokes the no-argument constructor of its superclass.

Answer: D
Explanation:
In both Java and C#, a "default constructor" refers to a nullary constructor that is automatically generated by the compiler if no constructors have been defined for the class.
The default constructor is also empty, meaning that it does nothing. A programmer- defined constructor that takes no parameters is also called a default constructor.

QUESTION 16
Given the code fragment:

```
List colors = new ArrayList();
colors.add("green");
colors.add("red");
colors.add("blue");
colors.add("yellow");
colors.remove(2);
colors.add(3,"cyan");
System.out.print(colors);
```

What is the result?

A. [green, red, yellow, cyan]
B. [green, blue, yellow, cyan]
C. [green, red, cyan, yellow]
D. Am IndexOutOfBoundsException is thrown at runtime

Answer: A
Explanation:
First the list [green, red, blue, yellow] is build.
The blue element is removed:
[green, red, yellow]
Finally the element cyan is added at then end of the list (index 3).
[green, red, yellow, cyan]

QUESTION 17
Which of the following data types will allow the following code snippet to compile?

```
float i = 4;
float j = 2;
____ z = i + j;
```

A. long
B. double
C. int

D. float
E. byte

Answer: BD
Explanation:
Option B and D are the correct answer.
Since the variables I and j are floats, resultant will be float type too.
So we have to use float or primitive type which can hold float, such a primitive type is double, it has wider range and also can hold floating point numbers, hence we can use double or float for the blank.
As explained above options B and D are correct.
long and int can't be used with floating point numbers so option A is incorrect.
Option E is incorrect as it have smaller range and also can't be used with floating point numbers.

QUESTION 18
Which statement is/are true?

```
I. Default constructor only contains "super();" call.
II. We can't use any access modifier with a constructor.
III. A constructor should not have a return type.
```

A. Only I.
B. Only II.
C. Only I and II.
D. Only I and III.
E. AIL

Answer: D
Explanation:
Statement I is correct as the default constructor only contains super0 call Statement II is incorrect as we can use any access modifier with a constructor.
Statement III is correct as constructor can't have return type, even void.
So option D is correct.
httpsy/docs.oracle.com/javase/tutorial/iava/javaOO/construaors.html

QUESTION 19
Given the code fragment:

```
StringBuilder sb = new StringBuilder ( ) ;
Sb.append ("world");
```

Which code fragment prints Hello World?

A. sb.insert(0,"Hello ");
System.out.println(sb);
B. sb.append(0,"Hello ");
System.out.println(sb);
C. sb.add(0,"Hello ");
System.out.println(sb);
D. sb.set(0,"Hello ");
System.out.println(sb);D

Answer: A
Explanation:
The java.lang.StringBuilder.insert(int offset, char c) method inserts the string representation of the char argument into this sequence.
The second argument is inserted into the contents of this sequence at the position indicated by offset.
The length of this sequence increases by one.The offset argument must be greater than or equal to 0, and less than or equal to the length of this sequence.

QUESTION 20
Given:

```
public class Test1 {
static void doubling (Integer ref, int pv) {
ref =20;
pv = 20;
}
public static void main(String[] args) {
Integer iObj = new Integer(10);
int iVar = 10;
doubling(iObj++, iVar++);
System.out.println(iObj+ ", "+iVar);
```

What is the result?

A. 11, 11
B. 10, 10
C. 21, 11
D. 20, 20
E. 11, 12

Answer: A
Explanation:
The code doubling(iObj++, iVar++); increases both variables from to 10 to 11.

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