

JAVA Programming Language Homework X: Total Review

ID:

Name:

1. Given the following Java code:

```
11.    public interface Status {  
12.        /* insert code here */ int MY_VALUE = 10;  
13.    }
```

Which three are valid on line 12? (Choose three)

- A. final
- B. static
- C. native
- D. public
- E. private
- F. abstract
- G. protected

ANS: A B D

- 需知曉 interface 中屬性的基本特性：
 - public static final, 而且必須完成初始化的給值

2. Given the following Java code:

```
1.    public class ItemTest {  
2.        private final int id;  
3.        public ItemTest( int id ) { this.id = id; }  
4.        public void updateId( int newId ) { id = newId; }  
5.  
6.        public static void main(String[] args) {  
7.            ItemTest fa = new ItemTest(42);  
8.            fa.updateId(69);  
9.            System.out.println(fa.id);  
10.        }  
11.    }
```

What is the result?

- A. Compilation fails
- B. An exception is thrown at runtime
- C. The attribute id in the Item object remains unchanged
- D. The attribute id in the Item object is modified to the new value
- E. A new Item object is created with the preferred value in the id attribute

ANS: A

- 答案選項中有編譯失敗，就先檢查編譯的問題
- id 為 final 屬性，但卻在 updateId() 方法中更改其值，將會造成編譯失敗。

3. A programmer needs to create a logging method that can accept an arbitrary number of arguments. For example, it may be called in these ways:

```
logIt("log message1");  
logIt("log message2", "log message3");  
logIt("log message4", "log message5", "log message6");
```

Which declaration satisfies this requirement?

- A. public void logIt(String * msgs)
- B. public void logIt(String [] msgs)
- C. public void logIt(String... msgs)
- D. public void logIt(String msg1, String msg2, String msg3)

ANS: C

- 從題目中可以看到參數可以不定個數，而且皆為字串型別。
- 因此將會適用在不定個數參數的宣告方式。

4. Given the following Java code:

```
1. class Converter {  
2.     public static void main ( String [ ] args ) {  
3.         Integer i = args[0] ;  
4.         int j = 12 ;
```

```
5.         Sysem.out.println ( "It is " + (j= =i) + " that j= = i . " );
6.         }
7.         }
```

What is the result when the programmer attempts to compile the code and run it with the command `Java Converter 12` ?

- A. It is true that `j==i`
- B. It is false that `j==i`
- C. An exception is thrown at runtime
- D. Compilation fails because of an error in line 3

ANS: D

- `args[0]` 為字串物件，將 `Integer = String`，將會造成編譯失敗。

5. Given the following Java code:

```
1.     public class Test {
2.         static public void main( String[] args ) {
3.             for ( int x = 1; x < args.length; x++ ) {
4.                 System.out.print( args [ x ] + " " );
5.             }
6.         }
7.     }
```

If the command line invocation `"java Test a b c"`, what is the result?

- A. a b
- B. b c
- C. a b c
- D. Compilation fails
- E. An exception is thrown at runtime

ANS: B

- 先檢查是否有語法上的錯誤。

- 開始跑程式，傳入三個參數：
 - `args[0] = "a"`
 - `args[1] = "b"`
 - `args[2] = "c"`
- `for` 迴圈從 1 跑到 2 (因為 `args[]` 大小 `length` 為 3，所以小於 3 只會跑到 2)，因此印出 "b c"。

6. A unix user named Bob wants to replace his chess program with a new one, but he is not sure where the old one is installed. Bob is currently able to run a Java chess program starting from his home directly/home/bob using the command :

```
java -classpath /test:/home/bob/downloads/*.jar games.Chess
```

Bob's CLASSPATH is set(at login time) to :

```
/usr /lib:/home/bob/classes:/opt/java/lib:/opt/java/lib/*.jar
```

What is a possible location for the Chess.class file?

- A. /test/Chess.class
- B. /home/bob/Chess.class
- C. /test/games/Chess.class
- D. /usr/lib/games/Chess.class
- E. /home/bob/games/Chess.class
- F. Inside jarfile /opt/java/lib/Games.jar(With a correct manifest)
- G. Inside harfile /home/bob/downlands/Games.jar(with a correct manifest)

ANS: C

- 題目中的執行方式已經指定 `classpath` 在 `/test:/home/bob/downloads/*.jar`
- 執行呼叫方式為 `games.Chess =>` 可以非常明確的知道 `games/Chess.class`
- 只有 C, D, E 符合以上條件
- 其中 C 是落在 `classpath` 中所指定的 `/test` 路徑下，所以 C 會被正常執行

7. Given the following Java code:

```
1. enum Example { ONE, TWO, THREE }
```

What is the result?

- A. The expressions (ONE ==ONE) and ONE.equals(ONE) are both guaranteed to be true.
- B. The expressions (ONE < TWO) is guaranteed to be true and ONE.compareTo(TWO) is guaranteed to be less than one.
- C. The Example value cannot be used in a raw java.util.HashMap.;instead, the programmer must use a java.util.EnumMap.
- D. The Example value can be used in a java.util.SortedSet, but the set will NOT be sorted because enumerated Type do not implement java.lang.Comparable.

ANS: A

- A: 兩個都是 ONE，== 與 equals() 皆為 true。
- B: ONE.compareTo(TWO) 為 -1。
- C: 這個 enum Example 是可以放進 HashMap 中使用沒有問題。
- D: 也可以放進 SortedSet。

8. foo and bar public references available to many other threads, foo refers to a Thread and bar is an Objcet. The thread foo is currently executing bar.wait(). Form another thread, what provides the way to ensure that foo will stop executing wait()? (Choose two)

- A. foo.notify();
- B. bar.notify();
- C. foo.notifyAll();
- D. Thread.notify();
- E. bar.notifyAll();

ANS: B E

- 題目的狀況是 foo 因為 bar.wait() 而處在等候狀態，要如何才能確保其不再執行 wait()？
- 唯一的方式就是由別的執行緒物件，呼叫 bar.notify() 或是 bar.notifyAll() 兩個方法。

9. Given the following Java code:

```
1.    class MyThread extends Thread {
2.        public void run() {
3.            m1();
4.        }
5.        MyThread(String threadName){
6.            super(threadName);
7.        }
8.        public synchronized void m1() {
9.            System.out.println(Thread.currentThread().getName());
10.        }
11.        public static void main(String[] args) {
12.            MyThread a = new MyThread( "A" );
13.            MyThread b = new MyThread( "B" );
14.            a.setPriority( Thread.MIN_PRIORITY);
15.            b.setPriority( Thread.MAX_PRIORITY);
16.            a.start();
17.            Thread.yield();
18.            b.start();
19.        }
20.    }
```

Which of the following statements regarding the following code is true?

- A. Thread B will get more CPU time than Thread A
- B. Thread will start running before Thread A
- C. If line 17 is removed, Thread B will get more CPU time than Thread A
- D. If line 17 is removed, Thread B will start running before Thread A
- E. None of the above

ANS: E

- 是否得到較多的 CPU time，從程式中看不出來。
- 誰先執行的決定，也無法從程式碼中看出。
- 不過從優先權值的設定來看，理論上，Thread B 會比 Thread A 先執行完畢。
- 因此選擇以上皆非

10. Given the following Java code:

```
1.     public class Threads1 {
2.         int x = 0;
3.         public class Runner implements Runnable {
4.             public void run () {
5.                 int current = 0;
6.                 for (int i = 0; i < 4; i++) {
7.                     current = x;
8.                     System.out.print(current + ", ");
9.                     x = current + 2;
10.                }
11.            }
12.        }
13.
14.        public static void main ( String[] args ) {
15.            new Threads1().go();
16.        }
17.
18.        public void go() {
19.            Runnable r1 =new Runner ();
20.            new Thread(r1).start ();
21.            new Thread(r1).start ();
22.        }
23.    }
```

Which two are possible results? (choose two)

- A. 0,2,4,4,6,8,10,6,
- B. 0,2,4,6,8,10,2,4,
- C. 0,2,4,6,8,10,12,14
- D. 0,0,2,2,4,4,6,6,8,8,10,10,12,12,14,14,
- E. 0,2,4,6,8,10,12,14,0,2,4,6,8,10,12,14,

ANS: A C

- Thread 的執行狀況並不是固定不變的，因此題目只能選出可能的答案。
- 先從 15 開始出發來看，呼叫 go() 方法，建構出 r1 (Runnable)，再以 r1 建構出兩個 Thread 物件。
- 兩個 Thread 物件共同以 r1 物件建構，所以共用 r1.x 變數。

- 各自以 start() 啟動 Thread 生命週期。
 - i = 0
 1. x = 0; current = 0
 2. 印出 "0, "
 3. x = 0 + 2 = 2;
 - i = 1
 1. x = 2; current = 2;
 2. 印出 "2, "
 3. x = 2 + 2 = 4;
 - i = 2
 1. x = 4; current = 4;
 2. 印出 "4, "
 3. x = 4 + 2 = 6
 - i = 3
 1. x = 6; current = 6;
 2. 印出 "6, "
 3. x = 6 + 2 = 8
 - 脫離 for loop
 - 一個 Thread 物件印出 "0, 2, 4, 6, "
- 可能性:
 - 第二個 Thread 在第一個 Thread 做完之後開始
 - 0,2,4,6,8,10,12,14,
 - 在第一圈後插入
 - 0,0,2,4,6,2,4,6
 - 在第二圈後插入
 - 0,2,2,4,6,8,4,6
 - 在第三圈後插入
 - 0,2,4,4,6,8,10,6
 - 無論如何，如果是中間插入的情況，第二個的 x 是從第一個來的，第一圈印出來會與第一個 Thread 目前的 current 相同。