

98-388 Dumps

Introduction to Programming Using Java

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NEW QUESTION 1

HOTSPOT

You are writing a Java method named `safeRoot`. The method must meet the following requirements:

- Accept two `double` parameters `radicand` and `index`
- If `radicand` is negative and `index` is even, return `null`
- If `radicand` is negative and `index` is odd, return `-Math.pow(-radicand, 1 / index)`
- Otherwise, return `Math.pow(radicand, 1 / index)`

How should you complete the code? To answer, select the appropriate code segments in the answer area. **NOTE:** Each correct selection is worth one point.

Answer Area

```
public static double safeRoot(double radicand, double index) {
    [ ] {
        if (radicand >= 0)
            if (index % 2 == 0)
                [ ]
    }
    [ ] {
        [ ] {
            return null;
        }
        [ ] {
            return -Math.pow(-radicand, 1 / index);
        }
    }
}
```

```
public static double safeRoot(double radicand, double index) {
    [ ] {
        if (radicand >= 0)
            if (index % 2 == 0)
                [ ]
    }
    else if (index % 2 == 0)
    else if (radicand >= 0)
    else
    if (radicand >= 0)
    if (index % 2 == 0)
    }
    else if (index % 2 == 0)
    else if (radicand >= 0)
    else
    if (radicand >= 0)
    if (index % 2 == 0)
    }
    [ ] {
        return null;
        else if (index % 2 == 0)
        else if (radicand >= 0)
        else
        if (radicand >= 0)
        if (index % 2 == 0)
    }
    [ ] {
        return -Math.pow(-radicand, 1 / index);
    }
}
```

- A. Mastered
- B. Not Mastered

Answer: A

Explanation:

```
public static double safeRoot(double radicand, double index) {
    [ ] {
        if (radicand >= 0)
            if (index % 2 == 0)
                [ ]
    }
    else if (index % 2 == 0)
    else if (radicand >= 0)
    else
    if (radicand >= 0)
    if (index % 2 == 0)
    }
    else if (index % 2 == 0)
    else if (radicand >= 0)
    else
    if (radicand >= 0)
    if (index % 2 == 0)
    }
    [ ] {
        return null;
        else if (index % 2 == 0)
        else if (radicand >= 0)
        else
        if (radicand >= 0)
        if (index % 2 == 0)
    }
    [ ] {
        return -Math.pow(-radicand, 1 / index);
    }
}
```

NEW QUESTION 2

HOTSPOT

You are writing a Java method.

The method must meet the following requirements:

- Accept a string array named `entries`
- Iterate through `entries`
- Stop the iteration and return `false` if any element has more than 10 characters
- Otherwise, return `true`

Answer Area

```

public boolean validateEntries(String[] entries) {
    boolean allValidEntries = true;
    _____ (String entry _____ entries) {
        if (entry.length() > 10) {
            allValidEntries = false;
            _____
        }
    }
    return allValidEntries;
}
    
```

Answer Area

```

public boolean validateEntries(String[] entries) {
    boolean allValidEntries = true;
    _____ (String entry _____ entries) {
        if (entry.length() > 10) {
            allValidEntries = false;
            _____
        }
    }
    return allValidEntries;
}
    
```

do
for
while

break;
continue;
goto;

instanceof

- A. Mastered
- B. Not Mastered

Answer: A

Explanation:

Answer Area

```

public boolean validateEntries(String[] entries) {
    boolean allValidEntries = true;
    _____ (String entry _____ entries) {
        if (entry.length() > 10) {
            allValidEntries = false;
            _____
        }
    }
    return allValidEntries;
}
    
```

do
for
while

break;
continue;
goto;

instanceof

NEW QUESTION 3

HOTSPOT

You work for Woodgrove Bank as a Java programmer.
You need to evaluate the following class. Line numbers are included for reference only.

```

01 public class Account {
02     protected int balance;
03     public Account() {
04         balance = 0;
05     }
06     public Account(int amount) {
07         balance = amount;
08     }
09 }

```

For each of the following statements, select Yes if the statement is true. Otherwise, select No.

Answer Area		Yes	No
The Account class has a single constructor.		<input type="radio"/>	<input type="radio"/>
Other classes can inherit the Account class.		<input type="radio"/>	<input type="radio"/>
Line 07 is equivalent to this.balance = amount;		<input type="radio"/>	<input type="radio"/>

- A. Mastered
- B. Not Mastered

Answer: A

Explanation:

Answer Area		Yes	No
The Account class has a single constructor.		<input checked="" type="radio"/>	<input type="radio"/>
Other classes can inherit the Account class.		<input checked="" type="radio"/>	<input type="radio"/>
Line 07 is equivalent to this.balance = amount;		<input type="radio"/>	<input checked="" type="radio"/>

NEW QUESTION 4

HOTSPOT

You have the following code segment. Line numbers are included for reference only.

```

01 public class Customer
02 {
03     private int id = 3;
04     public static void main(String[] args)
05     {
06         Customer customer = new Customer();
07         id = 5;
08         showId();
09     }
10
11     protected void showId()
12     {
13         System.out.println(id);
14     }
15 }

```

The code does not compile.

For each of the following statements, select Yes if the action is required to resolve the compilation error. Otherwise, select No.

NOTE: Each correct selection is worth one point.

Answer Area		Yes	No
Change the access modifier of the variable id to public.		<input type="radio"/>	<input type="radio"/>
Change the access modifier of the showId method to public.		<input type="radio"/>	<input type="radio"/>
On lines 07 and 08, add the prefix customer. to id and showId().		<input type="radio"/>	<input type="radio"/>

- A. Mastered
- B. Not Mastered

Answer: A

Explanation:

Answer Area

	Yes	No
Change the access modifier of the variable <code>id</code> to <code>public</code> .	<input type="radio"/>	<input checked="" type="radio"/>
Change the access modifier of the <code>showId</code> method to <code>public</code> .	<input checked="" type="radio"/>	<input type="radio"/>
On lines 07 and 08, add the prefix <code>customer.</code> to <code>id</code> and <code>showId()</code> .	<input checked="" type="radio"/>	<input type="radio"/>

NEW QUESTION 5

DRAG DROP

You have a Java class named `insurancePolicy`.

You need to define a constant data member named `rate`. The data member must be accessible by any class without instantiating the `insurancePolicy` class.

How should you complete the code? To answer, drag the appropriate code segment to the correct position. Each code segment may be used once, more than once, or not at all. You may need to drag the split bar between panes or scroll to view content.

Code Segments

final	finally
private	protected
public	static
super	void

Answer Area

```
public class InsurancePolicy
{
    [ ] [ ] [ ] double RATE = .0642;
}
```

- A. Mastered
- B. Not Mastered

Answer: A

Explanation:

Code Segments

final	finally
private	protected
public	static
super	void

Answer Area

```
public class InsurancePolicy
{
    final private void double RATE = .0642;
}
```

NEW QUESTION 6

This question requires that you evaluate the underlined text to determine if it is correct. You have the following class definition:

```
class Logger
{
    public void logError(String message)
    {
    }
}
```

- A. No change is needed.
- B. only by the `Logger` class.
- C. only by the `Logger` class and classes in the same package that inherit from it.
- D. by all classes in all packages.

Answer: C

NEW QUESTION 7

HOTSPOT

You are writing a Java class named `savings Account`. The class must meet the following requirements:

- Inherit from an existing class named `Account`
- Include a constructor that uses the base class constructor to initialize the starting balance
- Include a substitute `toString()` method

How should you complete the code? To answer select the appropriate code segments in the answer area.

```

public class SavingsAccount extends Account {
    double rate = 0.02;

    SavingsAccount(double startingBalance) {
        super(startingBalance);
    }

    @Override
    public String toString() {
        return String.format("Savings Current Balance: $%.2f", this.getBalance());
    }
}

```

- A. Mastered
- B. Not Mastered

Answer: A

Explanation:

```

public class SavingsAccount extends Account {
    double rate = 0.02;

    SavingsAccount(double startingBalance) {
        super(startingBalance);
    }

    @Override
    public String toString() {
        return String.format("Savings Current Balance: $%.2f", this.getBalance());
    }
}

```

NEW QUESTION 8

HOTSPOT

You write the following Java program for Munson's Pickles and Preserves Farm. Line numbers are included for reference only.

```

01 class Pickle {
02     boolean isPreserved = false;
03     private boolean isCreated = false;
04
05     void preserve() {
06         isPreserved = true;
07     }
08
09     public static void main(String[] args)
10     {
11         Pickle pickle = new pickle();
12         isCreated = true;
13         pickle.preserve;
14     }
15 }

```

You encounter error messages when you attempt to compile the program. You need to ensure the program compiles successfully. How should you complete the code? To answer, select the appropriate code segments in the answer area.

```

class Pickle {
    boolean isPreserved = false;
    private boolean isCreated = false;

    void preserve() {
        isPreserved = true;
    }

    public static void main(String[] args)
    {

```

Pickle pickle = new pickle();
 Pickle pickle = new Pickle();
 pickle Pickle = new Pickle();
 pickle Pickle = new pickle();

isCreated = true;
 Pickle isCreated = true;
 pickle isCreated = true;

pickle preserve;
 pickle.preserve();
 Pickle preserve;
 Pickle.preserve();

- A. Mastered
- B. Not Mastered

Answer: A

Explanation:

```

class Pickle {
    boolean isPreserved = false;
    private boolean isCreated = false;

    void preserve() {
        isPreserved = true;
    }

    public static void main(String[] args)
    {

```

Pickle pickle = new pickle();
 Pickle pickle = new Pickle();
 pickle Pickle = new Pickle();
 pickle Pickle = new pickle();

isCreated = true;
 Pickle isCreated = true;
 pickle isCreated = true;

pickle preserve;
 pickle.preserve();
 Pickle preserve;
 Pickle.preserve();

NEW QUESTION 9

HOTSPOT

You are creating a method that processes invoices. The invoices are contained in an ArrayList instance. After each invoice is processed, the method must remove the invoice from the ArrayList instance.

How should you complete the code? To answer, select the appropriate code segments in the answer area.

NOTE: Each correct selection is worth one point.

```

public static void Process(ArrayList<String> invoices)
{
    for (int i = ; i < invoices.; 
    {
        String invoice = invoices.get(i);
        // TODO: Process the invoice
        invoices.remove(i);
    }
}

```

- A. Mastered
- B. Not Mastered

Answer: A

Explanation:

```
public static void Process(ArrayList<String> invoices)
{
    for (int i = 0; i < invoices.size(); i++)
    {
        String invoice = invoices.get(i);
        // TODO: Process the invoice
        invoices.remove(i);
    }
}
```

NEW QUESTION 10

HOTSPOT

You are writing a Java method.

The method accepts a two-dimensional string array and prints the content of each array element. The size of each dimension of the array might be different. How should you complete the code? To answer, select the appropriate code segments in the answer area.

NOTE: Each correct selection is worth one point.

```
public void traverse( board)
{
    for (int x = 0; x < ; x++)
    {
        for (int y = 0; y < ; y++)
        {
            System.out.println( );
        }
    }
}
```

- A. Mastered
- B. Not Mastered

Answer: A

Explanation:

```
public void traverse( board)
{
    for (int x = 0; x < board.length; x++)
    {
        for (int y = 0; y < board[x].length; y++)
        {
            System.out.println( board[x][y] );
        }
    }
}
```

NEW QUESTION 10

HOTSPOT

You are developing a Java program to play Tic-Tac-Toe. You define the following array to store the state of the board:

```
char[][] grid = {
    {'-', '-', 'X'},
    {'-', '-', '-'},
    {'-', '0', '-'}
};
```

Use the drop-down menus to select the answer choice that answers each question based on the information presented in the code.

Which array element contains an "X"?

- grid[0][2]
- grid[1][3]
- grid[2][0]
- grid[3][1]

Which array element contains an "o"?

- grid[1][2]
- grid[2][1]
- grid[2][3]
- grid[3][2]

- A. Mastered
- B. Not Mastered

Answer: A

Explanation:

Which array element contains an "X"?

- grid[0][2]
- grid[1][3]
- grid[2][0]
- grid[3][1]

Which array element contains an "o"?

- grid[1][2]
- grid[2][1]
- grid[2][3]
- grid[3][2]

NEW QUESTION 15

HOTSPOT

You are creating a method that converts a string representation of a number into an actual number. The numbers passed into the method include whole numbers and fractional numbers.

How should you complete the code? To answer, select the appropriate code segments in the answer area.

```
public void convertStringToNumber(String numberAsString)
{
    number = _____ . _____ (numberAsString);
    System.out.println(number);
}
```

- A. Mastered
- B. Not Mastered

Answer: A

Explanation:

```
public void convertStringToNumber(String numberAsString)
{
    number = Double.parseDouble (numberAsString);
    System.out.println(number);
}
```

NEW QUESTION 19

DRAG DROP

You attend an interview for a job as a Java programmer.

Code Segments

charAt	substring
toLowerCase	toUpperCase

Answer Area

```

public String showGreeting(String firstName)
{
    String welcomeMsg = "welcome, ";
    welcomeMsg += firstName. [ ] (0, 1). [ ] (); +
    firstName. [ ] (1). [ ] ();
    return welcomeMsg;
}
                
```

- A. Mastered
- B. Not Mastered

Answer: A

Explanation:

Code Segments

charAt	substring
toLowerCase	toUpperCase

Answer Area

```

public String showGreeting(String firstName)
{
    String welcomeMsg = "welcome, ";
    welcomeMsg += firstName. toUpperCase (0, 1). substring (); +
    firstName. charAt (1). toLowerCase ();
    return welcomeMsg;
}
                
```

NEW QUESTION 32

HOTSPOT

You are interviewing for a job as a Java developer. You are presented with the following code. Line numbers are included for reference only.

```

01 char data1 = 65;
02 System.out.println(data1);
03
04 long data2 = 65;
05 System.out.println(data2);
06
07 float data3 = new Float("-65.0");
08 System.out.println(data3);
09
10 short data4 = new Short("65.0");
11 System.out.println(data4);
                
```

You need to evaluate what happens when the code runs.

Use the drop-down menus to select the answer choice that answers each question based on the information presented in the code.

NOTE: Each correct selection is worth one point.

What happens when lines 01 and 02 are run?

▼

The number 65 is displayed.
 The letter 'A' is displayed.
 An exception is thrown.

What happens when lines 04 and 05 are run?

▼

The number 65 is displayed.
 The number 65 0 is displayed.
 An exception is thrown.

What happens when lines 07 and 08 are run?

▼

The number -65 is displayed.
 The number -65 0 is displayed.
 An exception is thrown.

What happens when lines 10 and 11 are run?

▼

The number 65 is displayed.
 The number 65 0 is displayed.
 An exception is thrown.

- A. Mastered
- B. Not Mastered

Answer: A

Explanation:

What happens when lines 01 and 02 are run?
The number 65 is displayed.
The letter 'A' is displayed.
An exception is thrown.

What happens when lines 04 and 05 are run?
The number 65 is displayed.
The number 65.0 is displayed.
An exception is thrown.

What happens when lines 07 and 08 are run?
The number -65 is displayed.
The number -65.0 is displayed.
An exception is thrown.

What happens when lines 10 and 11 are run?
The number 65 is displayed.
The number 65.0 is displayed.
An exception is thrown.

NEW QUESTION 36

You need to analyze the following code segment. Line numbers are included for reference only.

```

01 public void printInt()
02 {
03     if (true) {
04         int num = 1;
05         if (num > 0) {
06             num++;
07         }
08     }
09     int num = 1;
10     addOne(num);
11     num = num - 1;
12     System.out.println(num);
13 }
14
15 public void addOne(int num)
16 {
17     num = num + 1;
18 }
    
```

What is the output of line 12 when you run printInt()? A.0

- A. 1
- B. 2
- C. 3

Answer: A

NEW QUESTION 38

HOTSPOT

You are writing a Java console program. The program accepts command line arguments. You need to ensure that the main method parses and handles each command line argument. How should you complete the code? To answer, select the appropriate code segments in the answer area.

```

public static void main(
{
    for (int i = 0; i <
    {
        handleArgument(
    }
}
    
```

Options for main(args): ArrayList, String, String[]

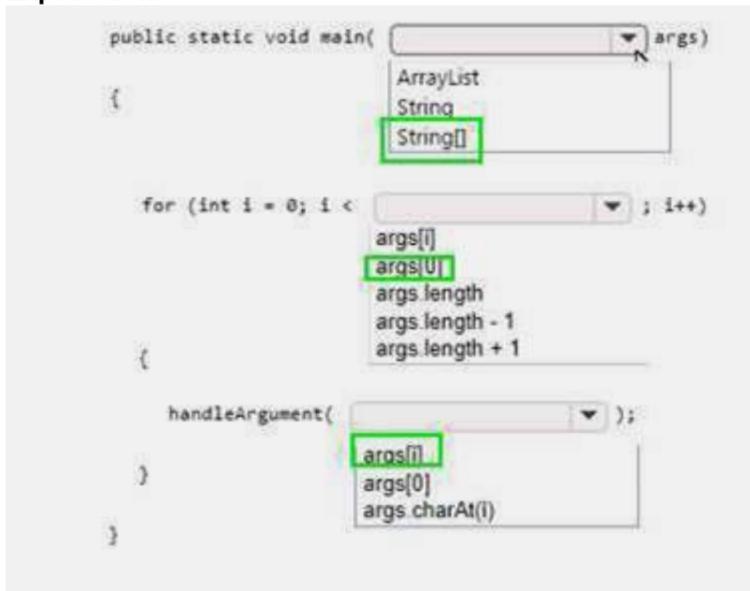
Options for i < ; i++: args[i], args[0], args.length, args.length - 1, args.length + 1

Options for handleArgument(): args[i], args[0], args.charAt(i)

- A. Mastered
- B. Not Mastered

Answer: A

Explanation:



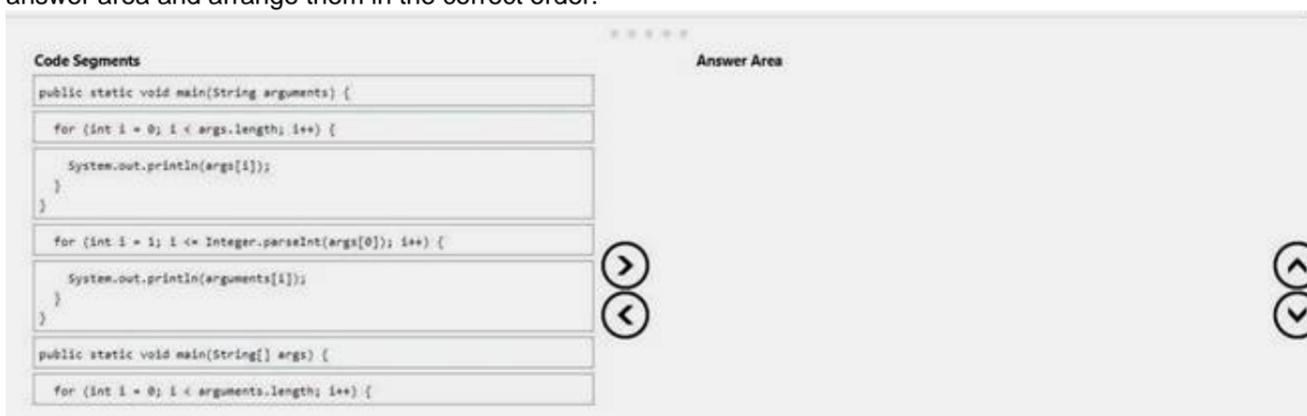
NEW QUESTION 43

DRAG DROP

You are interviewing for a job at Adventure Works, Inc. The hiring manager asks you to create a simple console program.

The program takes multiple arguments from the command line and writes them to the screen in the same order as they were typed on the command line.

Which three code segments should you use to develop the solution? To answer, move the appropriate code segments from the list of code segments to the answer area and arrange them in the correct order.



- A. Mastered
- B. Not Mastered

Answer: A

Explanation:



NEW QUESTION 44

.....

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