

java.lang classes Questions

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Which of the following class is not including in java.lang?

- a) Byte
- b) Integer
- c) Array
- d) Class

Which of these is a process of converting a simple data type into a class?

- a) Type wrapping
- b) Type conversion
- c) Type casting
- d) None of the mentioned

Which of these is a super class of wrapper class Double & integer

- a) Long
- b) Digits
- c) Float
- d) Number

Which of these is a wrapper for simple data type float?

- a) float
- b) double
- c) Float
- d) Double

Which of these methods is used to check for infinitely large and small values?

- a) isInfinite()
- b) isNan()
- c) Isinfinite()
- d) IsNan()

What is the output of this program?

```
class isinfinite_output {
    public static void main(String args[]) {
        Double d=new Double(1/0.);
        boolean x=d.isInfinite();
        System.out.println(x);
    }
}
```

What is the output of this program?

```
class isNaN_output {
    public static void main(String args[]) {
        Double d=new Double(1/0.);
        boolean x=d.isNan();
        System.out.println(x);
    }
}
```

What is the output of this program?

```
class binary {
    public static void main(String args[]) {
        int num = 17;
        System.out.println(Integer.toBinaryString(num));
    }
}
```

- a) 1001
- b) 10011
- c) 11011
- d) 10001

Which of these operators can be used to concatenate two or more String objects?

- a) +
- b) +=
- c) &
- d) ||

Which of these methods of class String is used to obtain length of String object?

- a) get()

- b) sizeof()
- c) lengthof()
- d) length()

Which of these is a super class of wrappers Long, Character & Integer?

- a) Long
- b) Digits
- c) Float
- d) Number

Which of these methods is used to obtain value of invoking object as a long?

- a) long value()
- b) long longValue()
- c) Long longvalue()
- d) Long Longvalue()

What is the output of this program?

```
class Output {  
    public static void main(String args[]) {  
        char a[]={ 'a', '5', 'A', ' ' };  
        System.out.println(Character.isDigit(a[0]+" "));  
        System.out.println(Character.isWhitespace(a[3]+" "));  
        System.out.println(Character.isUpperCase(a[2]+" "));  
    }  
}
```

- a) true false true
- b) false true true
- c) true true false
- d) false false false

What is the output of this program?

```
class Output {  
    public static void main(String args[]) {  
        Integer i = new Integer(257);  
        byte x = i.byteValue();  
        System.out.print(x);  
    }  
}
```

- a) 0
- b) 1
- c) 256
- d) 257

Which of these following statements are valid array declaration?

- a) int number()
- b) float average[]
- c) double[] marks
- d) counter int[]

- a) a
- b) a & c
- c) d
- d) b & c

Which of the following will compile correctly?

- a) System.out.println(Math.max(x));
- b) System.out.println(Math.random(10,3));
- c) System.out.println(Math.round(20));
- d) System.out.println(Math.sqrt(10));

Which of the following will output a random with values from 1 to 10?

- a) System.out.println(Math.round(Math.random()*10));
- b) System.out.println(Math.round(Math.random()%10));
- c) System.out.println(Math.random()*10);
- d) None of the above

What will be the output of the following line?

```
System.out.println(Math.floor(-2.1));
```

- a) -2
- b) 2.0
- c) -3
- d) -3.0

What will be output by the following line?

```
System.out.println(Math.abs(-2.1));
```

- a) -2.0
- b) -2.1
- c) 2.1
- d) 1.0

What will happen when you attempt to compile and run the following code?

```
class MyCalc extends Math {  
    public int random() {  
        double iTemp;  
        iTemp=super();  
        return super.round(iTemp);  
    }  
}
```

```

public class MyRand {
    public static void main(String args[]) {
        MyCalc m=new MyCalc();
        System.out.println(m.random());
    }
}

```

- a) Compile time error
- b) Runtime error
- c) Output of a random number between 0 and 1
- d) Output of a random number between 1 and 10

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1 what is the base class of all classes?

Ans: java.lang.Object

2 what do you think is the logic behind having a single base class for all classes?

Ans: 1. casting

2. Hierarchical and object oriented structure.

3 why most of the Thread functionality is specified in Object Class?

Ans: Basically for intertribal communication.

4 what is the importance of == and equals () method with respect to String object?

Ans: == is used to check whether the references are of the same object.

.equals () is used to check whether the contents of the objects are the same.

But with respect to strings, object reference with same content will refer to the same object.

```
String str1="Hello";
```

```
String str2="Hello";
```

(str1==str2) and str1.equals(str2) both will be true.

If you take the same example with StringBuffer, the results would be different.

```
Stringbuffer str1="Hello";
```

```
Stringbuffer str2="Hello";
```

str1.equals(str2) will be true.

str1==str2 will be false.

5 Is String a Wrapper Class or not?

Ans: No. String is not a Wrapper class

6 How will you find length of a String object?

Ans: Using length () method of String class.

7 How many objects are in the memory after the execution of following code segment?

Ans: String str1 = "ABC";
String str2 = "XYZ";
String str1 = str1 + str2;
There are 3 Objects.

8 what is the difference between an object and object reference?

Ans: An object is an instance of a class. Object reference is a pointer to the object. There can be many references to the same object.

9 what will trim () method of String class do?

Ans: The trim () eliminate spaces from both the ends of a string. ***

10 what is the use of java.lang.Class class?

Ans: The java.lang.Class class is used to represent the classes and interfaces that are loaded by a java program.

11 what is the possible runtime exception thrown by substring () method?

Ans: ArrayIndexOutOfBoundsException.

12 what is the difference between String and String Buffer?

Ans: Object's of String class is immutable and object's of String Buffer class is mutable moreover String Buffer is faster in concatenation.

13 what is the use of Math class?

Ans: Math class provides methods for mathematical functions.

14 Can you instantiate Math class?

Ans: No. It cannot be instantiated. The class is final and its constructor is private. But all the methods are static, so we can use them without instantiating the Math class.

15 what will Math. abs () do?

Ans: It simply returns the absolute value of the value supplied to the method, i.e. gives you the same value. If you supply negative value it simply removes the sign.

16 what will Math. ceil () do?

Ans: This method returns always double, which is not less than the supplied value.? It returns next available whole number

17 what will Math. floor () do?

Ans: This method returns always double, which is not greater than the supplied value.

18 what will Math. ax () do?

Ans: The max () method returns greater value out of the supplied values.

19 what will Math. in() do?

Ans: The min () method returns smaller value out of the supplied values.

20 what will Math. Random () do?

Ans: The random () method returns random number between 0.0 and 1.0. It always returns double.

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Which of these classes is not included in java.lang?

- **A.** Byte
- **B.** Integer
- **C.** Array
- **D.** Class

Which of these is a process of converting a simple data type into a class?

- **A.** type wrapping
- **B.** type conversion
- **C.** type casting
- **D.** None of the Mentioned

Which of these is a super class of wrappers Double & Integer?

- **A.** Long
- **B.** Digits
- **C.** Float
- **D.** Number

Which of these is wrapper for simple data type float?

- **A.** float
- **B.** double
- **C.** Float
- **D.** Double

Which of the following is method of wrapper Float for converting the value of an object into byte?

- **A.** bytevalue()
- **B.** byte bytevalue()
- **C.** Bytevalue()
- **D.** Byte Bytevalue()

Which of these methods is used to check for infinitely large and small values?

- **A.** isInfinite()
- **B.** isNaN()
- **C.** Isinfinite()
- **D.** IsNaN()

Which of the following package stores all the simple data types in java?

- **A.** lang
- **B.** java
- **C.** util
- **D.** java.packages

Which of these is a wrapper for data type int?

- **A.** Integer
- **B.** Long
- **C.** Byte
- **D.** Both a & b

Which of the following methods is a method of wrapper Integer for obtaining hash code for the invoking object?

- **A.** int hash()
- **B.** int hashCode()
- **C.** int hashCode()
- **D.** Integer hashCode()

Which of these is a super class of wrappers Long, Character & Integer?

- **A.** Long
- **B.** Digits
- **C.** Float
- **D.** Number

Which of these is wrapper for simple data type char?

- **A.** Float
- **B.** Character
- **C.** String

- **D.** Both b & c

Which of the following is method of wrapper Integer for converting the value of an object into byte?

- **A.** bytevalue()
- **B.** byte bytevalue()
- **C.** Bytevalue()
- **D.** Byte Bytevalue()

Which of these methods is used to obtain value of invoking object as a long?

- **A.** long value()
- **B.** long longValue()
- **C.** Long longvalue()
- **D.** Long Longvalue()

Which of these class have only one field 'TYPE'?

- **A.** Void
- **B.** Process
- **C.** System
- **D.** Runtime

Which of the following method of Process class can terminate a process?

- **A.** void kill()
- **B.** void destroy()
- **C.** void terminate()
- **D.** void exit()

Standard output variable 'out' is defined in which class?

- **A.** Void
- **B.** Process
- **C.** Runtime
- **D.** System

Which of these class can encapsulate an entire executing program?

- **A.** Void

- **B.** Process
- **C.** Runtime
- **D.** System

Which of the following is method of System class is used to find how long a program takes to execute?

- **A.** currenttime()
- **B.** currentTime()
- **C.** currentTimeMillis()
- **D.** currenttimeMillis()

Which of these class holds a collection of static methods and variables?

- **A.** Void
- **B.** Process
- **C.** Runtime
- **D.** System

<https://www.journaldev.com/1321/java-string-interview-questions-and-answers>

1. What is String in Java? String is a data type?
2. What are different ways to create String Object?
3. Write a method to check if input String is Palindrome?
4. Write a method that will remove given character from the String?
5. How can we make String upper case or lower case?
6. What is String subSequence method?
7. How to compare two Strings in java program?
8. How to convert String to char and vice versa?
9. How to convert String to byte array and vice versa?
10. Can we use String in switch case?
11. Write a program to print all permutations of String?
12. Write a function to find out longest palindrome in a given string?
13. Difference between String, StringBuffer and StringBuilder?
14. Why String is immutable or final in Java
15. How to Split String in java?
16. Why Char array is preferred over String for storing password?
17. How do you check if two Strings are equal in Java?
18. What is String Pool?
19. What does String intern() method do?
20. Does String is thread-safe in Java?
21. Why String is popular HashMap key in Java?
22. String Programming Questions

<https://javaconceptoftheday.com/java-string-interview-questions-and-answers/>

1. Is *String* a keyword in java?
2. Is *String* a primitive type or derived type?
3. In how many ways you can create string objects in java?
4. What is string constant pool?
5. What is special about string objects as compared to objects of other derived types?
6. What do you mean by mutable and immutable objects?
7. Which is the final class in these three classes - *String*, *StringBuffer* and *StringBuilder*?
8. What is the difference between *String*, *StringBuffer* and *StringBuilder*?
9. Why *StringBuffer* and *StringBuilder* classes are introduced in java when there already exist *String* class to represent the set of characters?
10. How many objects will be created in the following code and where they will be stored in the memory?
11. How do you create mutable string objects?
12. Which one will you prefer among “==” and *equals()* method to compare two string objects?
13. Which class will you recommend among *String*, *StringBuffer* and *StringBuilder* classes if I want mutable and thread safe objects?
14. How do you convert given string to char array?
15. How many objects will be created in the following code and where they will be stored?
16. Where exactly string constant pool is located in the memory?
17. I am performing lots of string concatenation and string modification in my code. which class among string, *StringBuffer* and *StringBuilder* improves the performance of my code. Remember I also want thread safe code?
18. What is string intern?
19. What is the main difference between Java strings and C, C++ strings?
20. How many objects will be created in the following code and where they will be stored?
21. Can we call *String* class methods using string literals?
22. Do you have any idea why strings have been made immutable in java?
23. What do you think about string constant pool? Why they have provided this pool as we can store string objects in the heap memory itself?
24. What is the similarity and difference between *String* and *StringBuffer* class?
25. What is the similarity and difference between *StringBuffer* and *StringBuilder* class?
26. How do you count the number of occurrences of each character in a string?
27. How do you remove all white spaces from a string in java?
28. How do you find duplicate characters in a string?
29. Write a java program to reverse a string?
30. Write a java program to check whether two strings are anagram or not?
31. Write a java program to reverse a given string with preserving the position of spaces?
32. How do you convert string to integer and integer to string in java?
33. Write a code to prove that strings are immutable in java?
34. Write a code to check whether one string is a rotation of another?

35. Write a java program to reverse each word of a given string?

<http://www.java67.com/2018/06/top-35-java-string-interview-questions.html>

1. Why is String final in Java?
2. How does substring method work in Java?
3. What is String pool in Java? What is the difference in String pool between Java 6 and 7?
4. What is the difference between "ABC".equals(str) and str.equals("ABC"), where an str is a String object?
5. Difference between str1 == str2 and str1.equals(str2)?
6. When you execute String str = new String("abcd")? how many String objects are created?
7. What does the intern() method of String class do?
8. How do you split comma separated String in Java?
9. The difference between String and StringBuffer in Java?
10. The difference between StringBuffer and StringBuilder in Java?
11. Write a program to reverse a String in Java without using StringBuffer?
12. Write a program to replace a character from given one in Java?
13. Java program to count the occurrence of a character in String?
14. Why char array is better than String for storing sensitive information?
15. How to check if a String contains only numeric digit?
16. Write a program to check if a String is a palindrome in Java?
17. How to format String in Java?
18. How to convert Enum to String in Java?
19. How to convert String to Date in Java?
20. Is String thread-safe in Java? Why?
21. Can we use String as HashMap key in Java?
22. How to check if a String is empty in Java?
23. How to convert String to int in Java?
24. How does String concatenation using + operator work in Java?
25. Can we use String in switch case in Java?
26. What is String enum pattern in Java?
27. Write a Java program to print all permutations of a String?
28. What is the difference between String in C and Java?
29. How to convert String to double in Java?
30. How to convert String to long in Java?
31. Difference between format() and printf() method in Java?
32. How do you append leading zero to a numeric String?
33. How to remove white space from String in Java?
34. How to check if two Strings are Anagram in Java?
35. What is character encoding? What is the difference between UTF-8 and UTF-16?