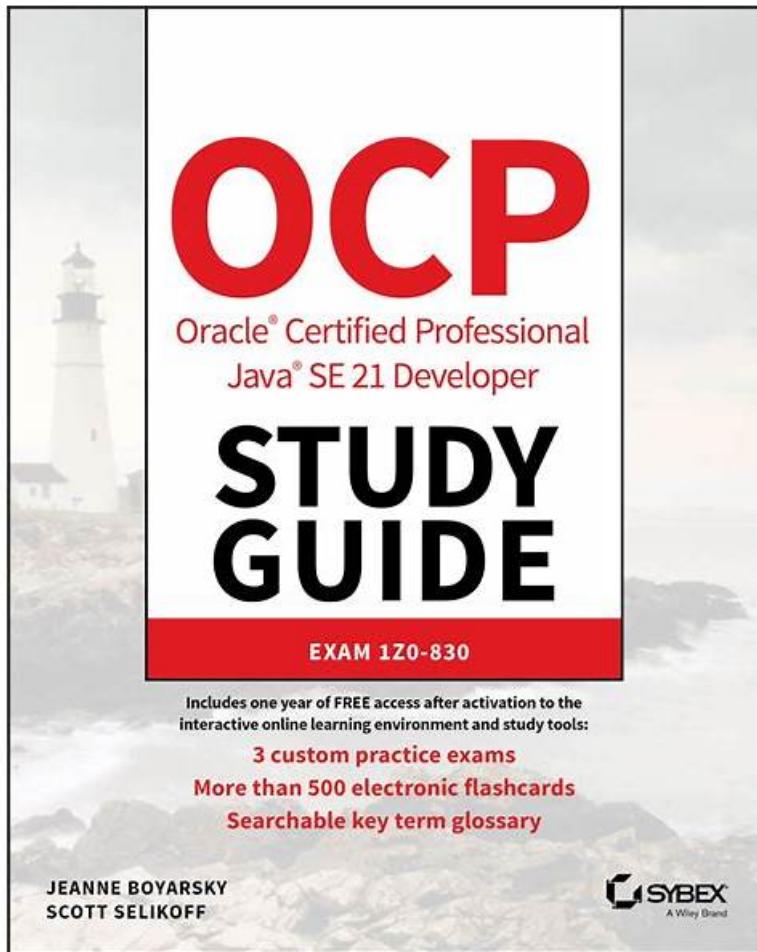


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## Oracle Java SE 21 Developer Professional Sample Questions (Q41-Q46):

### NEW QUESTION # 41

Given:

```
java
public class ThisCalls {
    public ThisCalls() {
        this(true);
    }
    public ThisCalls(boolean flag) {
        this();
    }
}
```

Which statement is correct?

- A. It compiles.
- B. It does not compile.
- C. It throws an exception at runtime.

**Answer: B**

Explanation:

In the provided code, the class ThisCalls has two constructors:

\* No-Argument Constructor (ThisCalls()):

\* This constructor calls the boolean constructor with this(true);

\* Boolean Constructor (ThisCalls(boolean flag)):

\* This constructor attempts to call the no-argument constructor with this();

This setup creates a circular call between the two constructors:

\* The no-argument constructor calls the boolean constructor.

\* The boolean constructor calls the no-argument constructor.

Such a circular constructor invocation leads to a compile-time error in Java, specifically "recursiveconstructor invocation." The Java Language Specification (JLS) states:

"It is a compile-time error for a constructor to directly or indirectly invoke itself through a series of one or more explicit constructor invocations involving this." Therefore, the code will not compile due to this recursive constructor invocation.

### NEW QUESTION # 42

Given:

```
java
Object myVar = 0;
String print = switch (myVar) {
    case int i -> "integer";
    case long l -> "long";
    case String s -> "string";
    default -> "";
};
System.out.println(print);
```

What is printed?

- A. integer
- B. nothing
- C. string
- D. Compilation fails.
- E. long
- F. It throws an exception at runtime.

**Answer: D**

Explanation:

\* Why does the compilation fail?

\* The Java switch statement does not support primitive type pattern matching in switch expressions as of Java 21.

\* The case pattern case int i -> "integer"; is invalid because pattern matching with primitive types (like int or long) is not yet supported in switch statements.

\* The error occurs at case int i -> "integer";, leading to a compilation failure.

\* Correcting the Code

\* Since myVar is of type Object, autoboxing converts 0 into an Integer.

\* To make the code compile, we should use Integer instead of int:

java

```
Object myVar = 0;
String print = switch (myVar) {
    case Integer i -> "integer";
    case Long l -> "long";
    case String s -> "string";
    default -> "";
};
System.out.println(print);
```

\* Output:

bash

integer

Thus, the correct answer is: Compilation fails.

References:

\* Java SE 21 - Pattern Matching for switch

\* Java SE 21 - switch Expressions

## NEW QUESTION # 43

Given:

java

```
var array1 = new String[] { "foo", "bar", "buz" };
var array2[] = { "foo", "bar", "buz" };
var array3 = new String[3] { "foo", "bar", "buz" };
var array4 = { "foo", "bar", "buz" };
String array5[] = new String[] { "foo", "bar", "buz" };
```

Which arrays compile? (Select 2)

- A. array2
- **B. array1**
- C. array3
- D. array4
- **E. array5**

**Answer: B,E**

Explanation:

In Java, array initialization can be performed in several ways, but certain syntaxes are invalid and will cause compilation errors. Let's analyze each declaration:

\* var array1 = new String[] { "foo", "bar", "buz" };

This is a valid declaration. The var keyword allows the compiler to infer the type from the initializer. Here, new String[] { "foo", "bar", "buz" } creates an anonymous array of String with three elements. The compiler infers array1 as String[]. This syntax is correct and compiles successfully.

\* var array2[] = { "foo", "bar", "buz" };

This declaration is invalid. While var can be used for type inference, appending [] after var is not allowed.

The correct syntax would be either String[] array2 = { "foo", "bar", "buz" }; or var array2 = new String[] { "foo", "bar", "buz" };. Therefore, this line will cause a compilation error.

\* var array3 = new String[3] { "foo", "bar", "buz" };

This declaration is invalid. In Java, when specifying the size of the array (new String[3]), you cannot simultaneously provide an initializer. The correct approach is either to provide the size without an initializer (new String[3]) or to provide the initializer without specifying the size (new String[] { "foo", "bar", "buz" }).

Therefore, this line will cause a compilation error.

\* var array4 = { "foo", "bar", "buz" };

This declaration is invalid. The array initializer { "foo", "bar", "buz" } can only be used in an array declaration when the type is explicitly provided. Since var relies on type inference and there's no explicit type provided here, this will cause a compilation error.

The correct syntax would be `String[] array4 = { "foo", "bar", "buz" };`

\* `String array5[] = new String[] { "foo", "bar", "buz" };`

This is a valid declaration. Here, `String array5[]` declares `array5` as an array of `String`. The initializer `new String[] { "foo", "bar", "buz" }` creates an array with three elements. This syntax is correct and compiles successfully.

Therefore, the declarations that compile successfully are `array1` and `array5`.

References:

\* Java SE 21 & JDK 21 - Local Variable Type Inference

\* Java SE 21 & JDK 21 - Arrays

## NEW QUESTION # 44

Given:

```
java
CopyOnWriteArrayList<String> list = new CopyOnWriteArrayList<>();
list.add("A");
list.add("B");
list.add("C");
// Writing in one thread
new Thread(() -> {
    list.add("D");
    System.out.println("Element added: D");
}).start();
// Reading in another thread
new Thread(() -> {
    for (String element : list) {
        System.out.println("Read element: " + element);
    }
}).start();
What is printed?
```

- A. It prints all elements, but changes made during iteration may not be visible.
- B. It throws an exception.
- C. Compilation fails.
- D. It prints all elements, including changes made during iteration.

Answer: A

Explanation:

\* Understanding `CopyOnWriteArrayList`

\* `CopyOnWriteArrayList` is a thread-safe variant of `ArrayList` where all mutative operations (add, set, remove, etc.) create a new copy of the underlying array.

\* This means iterations will not reflect modifications made after the iterator was created.

\* Instead of modifying the existing array, a new copy is created for modifications, ensuring that readers always see a consistent snapshot.

\* Thread Execution Behavior

\* Thread 1 (Writer Thread) adds "D" to the list.

\* Thread 2 (Reader Thread) iterates over the list.

\* The reader thread gets a snapshot of the list before "D" is added.

\* The output may look like:

mathematica

Read element: A

Read element: B

Read element: C

Element added: D

\* "D" may not appear in the output of the reader thread because the iteration occurs on a snapshot before the modification.

\* Why doesn't it print all elements including changes?

\* Since `CopyOnWriteArrayList` does not allow changes to be visible during iteration, the reader thread will not see "D" if it started iterating before "D" was added.

Thus, the correct answer is: "It prints all elements, but changes made during iteration may not be visible." References:

\* Java SE 21 - `CopyOnWriteArrayList`

## NEW QUESTION # 45

Which of the following is a correct way to write a string to a file?

- A. java  
try (FileOutputStream outputStream = new FileOutputStream("file.txt")) { byte[] strBytes = "Hello".getBytes(); outputStream.write(strBytes); }
- B. java  
try (BufferedWriter writer = new BufferedWriter("file.txt")) { writer.write("Hello"); }
- C. java  
try (PrintWriter printWriter = new PrintWriter("file.txt")) { printWriter.printf("Hello %s", "James"); }
- D. java  
try (FileWriter writer = new FileWriter("file.txt")) { writer.write("Hello"); }
- E. java  
Path path = Paths.get("file.txt"); byte[] strBytes = "Hello".getBytes(); Files.write(path, strBytes);
- F. None of the suggestions

### Answer: B

Explanation:

(BufferedWriter writer = new BufferedWriter("file.txt") is incorrect.)

The incorrect statement is option B because BufferedWriter does not have a constructor that accepts a String (file name) directly. The correct way to use BufferedWriter is to wrap it around a FileWriter, like this:

```
java
try (BufferedWriter writer = new BufferedWriter(new FileWriter("file.txt"))) { writer.write("Hello"); }
```

Evaluation of Other Options:

Option A (Files.write) # Correct

\* Uses Files.write() to write bytes to a file.

\* Efficient and concise method for writing small text files.

Option C (FileOutputStream) # Correct

\* Uses a FileOutputStream to write raw bytes to a file.

\* Works for both text and binary data.

Option D (PrintWriter) # Correct

\* Uses PrintWriter for formatted text output.

Option F (FileWriter) # Correct

\* Uses FileWriter to write text data.

Option E (None of the suggestions) # Incorrect because option B is incorrect.

## NEW QUESTION # 46

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