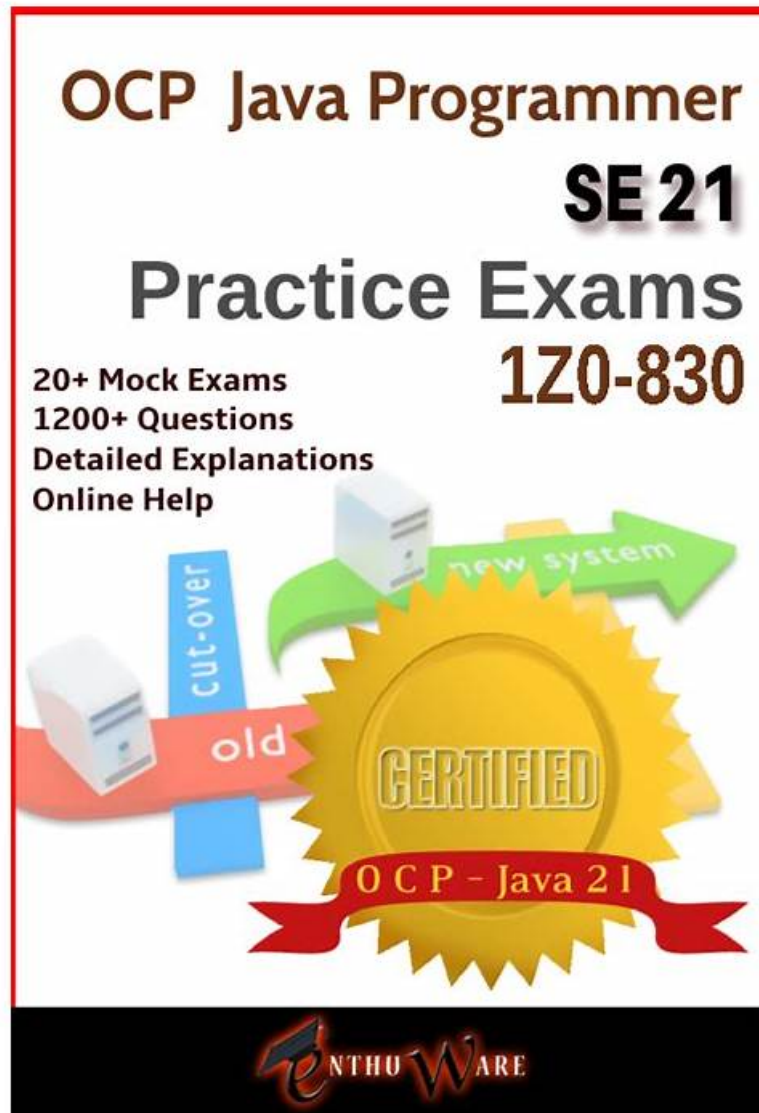


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Oracle Java SE 21 Developer Professional Sample Questions (Q32-Q37):

NEW QUESTION # 32

Given:

```
java
public class Versailles {
int mirrorsCount;
int gardensHectares;
void Versailles() { // n1
this.mirrorsCount = 17;
this.gardensHectares = 800;
System.out.println("Hall of Mirrors has " + mirrorsCount + " mirrors."); System.out.println("The gardens cover " + gardensHectares
+ " hectares.");
}
public static void main(String[] args) {
var castle = new Versailles(); // n2
}
}
```

What is printed?

- A. ngx
Hall of Mirrors has 17 mirrors.
The gardens cover 800 hectares.
- B. An exception is thrown at runtime.
- C. Compilation fails at line n2.
- **D. Compilation fails at line n1.**
- E. Nothing

Answer: D

Explanation:

- * Understanding Constructors vs. Methods in Java
- * In Java, a constructor must not have a return type.
- * The following is NOT a constructor but a regular method:

```
java
void Versailles() { // This is NOT a constructor!
```

- * Correct way to define a constructor:

```
java
public Versailles() { // Constructor must not have a return type
```

- * Since there is no constructor explicitly defined, Java provides a default no-argument constructor, which does nothing.
- * Why Does Compilation Fail?
- * void Versailles() is interpreted as a method, not a constructor.
- * This means the default constructor (which does nothing) is called.
- * Since the method Versailles() is never called, the object fields remain uninitialized.
- * If the constructor were correctly defined, the output would be:

```
ngx
Hall of Mirrors has 17 mirrors.
The gardens cover 800 hectares.
```

- * How to Fix It

```
java
public Versailles() { // Corrected constructor
this.mirrorsCount = 17;
this.gardensHectares = 800;
```

```
System.out.println("Hall of Mirrors has " + mirrorsCount + " mirrors."); System.out.println("The gardens cover " + gardensHectares
+ " hectares.");
```

```
}
```

Thus, the correct answer is:Compilation fails at line n1.

References:

* Java SE 21 - Constructors

* Java SE 21 - Methods vs. Constructors

NEW QUESTION # 33

Given:

```
java
interface Calculable {
    long calculate(int i);
}
public class Test {
    public static void main(String[] args) {
        Calculable c1 = i -> i + 1; // Line 1
        Calculable c2 = i -> Long.valueOf(i); // Line 2
        Calculable c3 = i -> { throw new ArithmeticException(); }; // Line 3
    }
}
```

Which lines fail to compile?

- A. Line 1 only
- **B. The program successfully compiles**
- C. Line 2 only
- D. Line 3 only
- E. Line 2 and line 3
- F. Line 1 and line 3
- G. Line 1 and line 2

Answer: B

Explanation:

In this code, the Calculable interface defines a single abstract method calculate that takes an int parameter and returns a long. The main method contains three lambda expressions assigned to variables c1, c2, and c3 of type Calculable.

* Line 1: Calculable c1 = i -> i + 1;

This lambda expression takes an integer i and returns the result of i + 1. Since the expression i + 1 results in an int, and Java allows implicit widening conversion from int to long, this line compiles successfully.

* Line 2: Calculable c2 = i -> Long.valueOf(i);

Here, the lambda expression takes an integer i and returns the result of Long.valueOf(i). The Long.valueOf(int i) method returns a Long object. However, Java allows unboxing of the Long object to a long primitive type when necessary. Therefore, this line compiles successfully.

* Line 3: Calculable c3 = i -> { throw new ArithmeticException(); };

This lambda expression takes an integer i and throws an ArithmeticException. Since the method calculate has a return type of long, and throwing an exception is a valid way to exit the method without returning a value, this line compiles successfully.

Since all three lines adhere to the method signature defined in the Calculable interface and there are no type mismatches or syntax errors, the program compiles successfully.

NEW QUESTION # 34

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

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 # 35

Given:

```
java
Object input = 42;
String result = switch (input) {
    case String s -> "It's a string with value: " + s;
    case Double d -> "It's a double with value: " + d;
    case Integer i -> "It's an integer with value: " + i;
};
System.out.println(result);
What is printed?
```

- A. It throws an exception at runtime.
- B. It's a double with value: 42
- C. It's an integer with value: 42
- D. null
- **E. Compilation fails.**
- F. It's a string with value: 42

Answer: E

Explanation:

* Pattern Matching in switch

- * The switch expression introduced in Java 21 supports pattern matching for different types.
- * However, a switch expression must be exhaustive, meaning it must cover all possible cases or provide a default case.
- * Why does compilation fail?
- * input is an Object, and the switch expression attempts to pattern-match it to String, Double, and Integer.
- * If input had been of another type (e.g., Float or Long), there would be no matching case, leading to a non-exhaustive switch.
- * Java requires a default case to ensure all possible inputs are covered.
- * Corrected Code (Adding a default Case)

```
java
Object input = 42;
String result = switch (input) {
    case String s -> "It's a string with value: " + s;
    case Double d -> "It's a double with value: " + d;
    case Integer i -> "It's an integer with value: " + i;
    default -> "Unknown type";
};
System.out.println(result);
* With this change, the code compiles and runs successfully.
```

* Output:

```
vbnet
```

It's an integer with value: 42

Thus, the correct answer is: Compilation fails due to a missing default case.

References:

- * Java SE 21 - Pattern Matching for switch
- * Java SE 21 - switch Expressions

NEW QUESTION # 36

Which three of the following are correct about the Java module system?

- A. Code in an explicitly named module can access types in the unnamed module.
- B. If a package is defined in both a named module and the unnamed module, then the package in the unnamed module is ignored.
- C. The unnamed module exports all of its packages.
- D. The unnamed module can only access packages defined in the unnamed module.
- E. If a request is made to load a type whose package is not defined in any known module, then the module system will attempt to load it from the classpath.
- F. We must add a module descriptor to make an application developed using a Java version prior to SE9 run on Java 11.

Answer: B,C,E

Explanation:

The Java Platform Module System (JPMS), introduced in Java 9, modularizes the Java platform and applications. Understanding the behavior of named and unnamed modules is crucial.

* B. The unnamed module exports all of its packages.

Correct. The unnamed module, which includes all code on the classpath, exports all of its packages. This means that any code can access the public types in these packages. However, the unnamed module cannot be explicitly required by named modules.

* C. If a package is defined in both a named module and the unnamed module, then the package in the unnamed module is ignored.

Correct. In cases where a package is present in both a named module and the unnamed module, the version in the named module takes precedence. The package in the unnamed module is ignored to maintain module integrity and avoid conflicts.

* F. If a request is made to load a type whose package is not defined in any known module, then the module system will attempt to load it from the classpath.

Correct. When the module system cannot find a requested type in any known module, it defaults to searching the classpath (i.e., the unnamed module) to locate the type.

Incorrect Options:

* A. Code in an explicitly named module can access types in the unnamed module.

Incorrect. Named modules cannot access types in the unnamed module. The unnamed module can read from named modules, but the reverse is not allowed to ensure strong encapsulation.

* D. We must add a module descriptor to make an application developed using a Java version prior to SE9 run on Java 11.

Incorrect. Adding a module descriptor (module-info.java) is not mandatory for applications developed before Java 9 to run on Java 11. Such applications can run in the unnamed module without modification.

* E. The unnamed module can only access packages defined in the unnamed module.

Incorrect. The unnamed module can access all packages exported by all named modules, in addition to its own packages.

NEW QUESTION # 37

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