

98-388 Dumps

Introduction to Programming Using Java

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NEW QUESTION 1

HOTSPOT

You are interviewing for a job as a Java developer. You need to demonstrate your understanding of switch statements.

For each of the following code segments, select Yes if the code segment can be changed to a switch statement with up to three case statements. Otherwise, select No.

NOTE: Each correct selection is worth one point.

	Yes	No
<pre>if (age >= 25) { discount = 0.50; } else if (age >= 21) { discount = 0.25; } else { discount = 0.0; }</pre>	<input type="radio"/>	<input type="radio"/>
<pre>if (grade == "A") { message = "Exceeds Standards"; } else if (grade == "B") { message = "Meets Standards"; } else { message = "Needs Improvement"; }</pre>	<input type="radio"/>	<input type="radio"/>
<pre>if (gpa == 4.0) { priority = 1; } else if (gpa >= 3.0) { priority = 2; } else if (gpa >= 2.5) { priority = 3; }</pre>	<input type="radio"/>	<input type="radio"/>

- A. Mastered
- B. Not Mastered

Answer: A

Explanation:

	Yes	No
<pre>if (age >= 25) { discount = 0.50; } else if (age >= 21) { discount = 0.25; } else { discount = 0.0; }</pre>	<input checked="" type="radio"/>	<input type="radio"/>
<pre>if (grade == "A") { message = "Exceeds Standards"; } else if (grade == "B") { message = "Meets Standards"; } else { message = "Needs Improvement"; }</pre>	<input checked="" type="radio"/>	<input type="radio"/>
<pre>if (gpa == 4.0) { priority = 1; } else if (gpa >= 3.0) { priority = 2; } else if (gpa >= 2.5) { priority = 3; }</pre>	<input type="radio"/>	<input checked="" type="radio"/>

NEW QUESTION 2

DRAG DROP

Northwind Traders hires you to write a Java program to manage account openings. To open a new account, a user must meet one the following requirements:

- be over 65 years old and have a minimum annual income of 10,000
- be at least 21 and have an annual income greater than 25,000

How should you complete the code? To answer, drag the appropriate operator to the correct position. Each operator 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.

- A. Mastered
- B. Not Mastered

Answer: A

Explanation:

NEW QUESTION 3

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.

- A. Mastered
- B. Not Mastered

Answer: A

Explanation:

NEW QUESTION 4

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.

The screenshot shows the following code in the editor:

```

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

    void preserve() {
        isPreserved = true;
    }

    public static void main(String[] args)
    {

```

Below the code are three dropdown menus with the following options:

- Menu 1:
 - Pickle pickle = new pickle();
 - Pickle pickle = new Pickle();
 - pickle Pickle = new Pickle();
 - pickle Pickle = new pickle();
- Menu 2:
 - isCreated = true;
 - Pickle isCreated = true;
 - pickle isCreated = true;
- Menu 3:
 - pickle preserve;
 - pickle.preserve();
 - Pickle.preserve;
 - Pickle.preserve();

- A. Mastered
- B. Not Mastered

Answer: A

Explanation:

The screenshot shows the same code editor as above, but with the following code segments highlighted in green:

- Menu 1:
 - Pickle pickle = new pickle();
 - Pickle pickle = new Pickle();
- Menu 2:
 - Pickle isCreated = true;
- Menu 3:
 - pickle.preserve();

NEW QUESTION 5

HOTSPOT

You are interviewing for a job as a Java developer. You need to evaluate the following code. Line numbers are included for reference only.

```
01 String s1 = "Hello World";
02 String s2 = "Hello World";
03 String s3 = s2;
04
05
```

For each of the following statements, select Yes if the statement is true. Otherwise, select No. NOTE: Each correct selection is worth one point.

Answer Area		Yes	No
<input type="radio"/>	s1 and s2 refer to the same object in memory.	<input type="radio"/>	<input type="radio"/>
<input type="radio"/>	s2 and s3 refer to the same object in memory.	<input type="radio"/>	<input type="radio"/>
<input type="radio"/>	A different string can be assigned to s1 on line 04.	<input type="radio"/>	<input type="radio"/>
<input type="radio"/>	A different string can be assigned to s2 on line 05.	<input type="radio"/>	<input type="radio"/>

- A. Mastered
- B. Not Mastered

Answer: A

Explanation:

Answer Area		Yes	No
<input type="radio"/>	s1 and s2 refer to the same object in memory.	<input type="radio"/>	<input checked="" type="radio"/>
<input checked="" type="radio"/>	s2 and s3 refer to the same object in memory.	<input checked="" type="radio"/>	<input type="radio"/>
<input checked="" type="radio"/>	A different string can be assigned to s1 on line 04.	<input checked="" type="radio"/>	<input type="radio"/>
<input type="radio"/>	A different string can be assigned to s2 on line 05.	<input type="radio"/>	<input checked="" type="radio"/>

NEW QUESTION 6

You work as a Java programmer.

You need to convert a numeric string to a primitive double value. Which code segment should you use?

- A)
- B)
- C)
- D)

- A. Option A
- B. Option B
- C. Option C
- D. Option D

Answer: D

NEW QUESTION 7

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?	<input type="text"/> The number 65 is displayed. The letter 'A' is displayed. An exception is thrown.
What happens when lines 04 and 05 are run?	<input type="text"/> The number 65 is displayed. The number 65.0 is displayed. An exception is thrown.
What happens when lines 07 and 08 are run?	<input type="text"/> The number -65 is displayed. The number -65.0 is displayed. An exception is thrown.
What happens when lines 10 and 11 are run?	<input type="text"/> 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?	<input type="text"/> The number 65 is displayed. The letter 'A' is displayed. An exception is thrown.
What happens when lines 04 and 05 are run?	<input type="text"/> The number 65 is displayed. The number 65.0 is displayed. An exception is thrown.
What happens when lines 07 and 08 are run?	<input type="text"/> The number -65 is displayed. The number -65.0 is displayed. An exception is thrown.
What happens when lines 10 and 11 are run?	<input type="text"/> The number 65 is displayed. The number 65.0 is displayed. An exception is thrown.

NEW QUESTION 8

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.

Code Segments	Answer Area
<code>public static void main(String arguments) {</code>	
<code>for (int i = 0; i < args.length; i++) {</code>	
<code> System.out.println(args[i]);</code>	
<code>}</code>	
<code>for (int i = 1; i <= Integer.parseInt(args[0]); i++) {</code>	
<code> System.out.println(arguments[i]);</code>	
<code>}</code>	
<code>public static void main(String[] args) {</code>	
<code>for (int i = 0; i < arguments.length; i++) {</code>	

- A. Mastered
- B. Not Mastered

Answer: A

Explanation:

The screenshot shows a code editor interface with two main sections: 'Code Segments' on the left and 'Answer Area' on the right. The 'Code Segments' section contains five code blocks, each enclosed in a green border. The 'Answer Area' section contains three code blocks, each enclosed in a red border. The first code block in the 'Answer Area' is partially filled with code. The second and third code blocks are empty. There are navigation arrows (up, down, left, right) on the right side of the 'Answer Area'.

Code Segments:

```
public static void main(String arguments) {  
    for (int i = 0; i < args.length; i++) {  
        System.out.println(args[i]);  
    }  
    for (int i = 1; i <= Integer.parseInt(args[0]); i++) {  
        System.out.println(arguments[i]);  
    }  
    public static void main(String[] args) {  
        for (int i = 0; i < arguments.length; i++) {
```

Answer Area:

```
        System.out.println(args[i]);  
    }  
    public static void main(String[] args) {  
        for (int i = 0; i < args.length; i++) {
```

NEW QUESTION 10

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