

# 1Z0-804<sup>Q&As</sup>

Java SE 7 Programmer II

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#### **QUESTION 1**

Given the fragment:

```
class MyClass extends Thread {
   public OtherThread ot;
   MyClass(String title) {
      super(title);
   }
   public static void main(String[] args) {
        MyClass a = new MyClass(Thread A");
        MyClass b = new MyClass("Thread B");
        a.setThread(b);
        b.setThread(a);
        a.start();
        b.start();
   }
   public void run()
        // use variable "ot" to do time-consuming stuff
   public void setThread(Thread x) {
        ot = (OtherThread)x;
   }
}
```

If thread a and thread b are running, but not completing, which two could be occurring?

- A. livelock
- B. deadlock
- C. starvation
- D. loose coupling
- E. cohesion

Correct Answer: AB

A: A thread often acts in response to the action of another thread. If the other thread\\'s action is also a response to the action of another thread, then livelock may result. A thread often acts in response to the action of another thread. If the other thread\\'s action is also a response to the action of another thread, then livelock may result.

B: Deadlock describes a situation where two or more threads are blocked forever, waiting for each other.

#### **QUESTION 2**

Given the code fragment:

```
public class Test {
```

public static void main(String[] args) {

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```
Path dir = Paths.get("D:\\company");
//insert code here. Line ***
for (Path entry: stream) {
System.out.println(entry.getFileName());
}
} catch (IOException e) {
System.err.println("Caught IOException: " + e.getMessage());
}
}
Which two try statements, when inserted at line ***, enable you to print files with the extensions.java, .htm, and .jar.
A. try (DirectoryStream stream = Files.newDirectoryStream(dir, "*. {java, htm, jar}")) {
B. try (DirectoryStream stream = Files.newDirectoryStream(dir, "*. [java, htm, jar]")) {
C. try (DirectoryStream stream = Files.newDirectoryStream(dir, "*. {java*, htm*, jar*}")) {
D. try (DirectoryStream stream = Files.newDirectoryStream(dir, "**. {java, htm, jar}")) {
Correct Answer: AD
"*. {java, htm, jar} and "**. {java, htm, jar} will match any file with file endings java, htm, or jar.
```

#### **QUESTION 3**

```
Given:

import java.util.concurrent.atomic.AtomicInteger;

public class Incrementor {

public static void main(String[] args) {

AtomicInteger[] var = new AtomicInteger[5];

for (int i = 0; i

var[i] = new AtomicInteger();

}

for (int i =0; i

var[i].incrementAndGet();

if (i ==2)
```

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```
var[i].compareAndSet(2,4);
System.out.print(var[i] + " ");
}

What is the result?

A. 1 1 1 1 1

B. 1 2 3 4 5

C. 0 1 2 3 4

D. 0 1 4 3 4

Correct Answer: A
```

#### **QUESTION 4**

```
Given:

class Erupt implements Runnable {

public void run() {

System.out.print(Thread.currentThread().getName());

}

public class Yellowstone {

static Erupt e = Erupt();

Yellowstone() { new Thread(e, "const").start(); } // line A

public static void main(String[] args) {

new Yellowstone();

new Faithful().go();

}

static class Faithful {

void go() { new Thread(e, "inner").start(); } // line B
```

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} }

What is the result?

- A. Both const and inner will be in the output.
- B. Only const will be in the output.
- C. Compilation fails due to an error on line A.
- D. Compilation fails due to an error on line B.
- E. An exception is thrown at runtime.

Correct Answer: A

The code compiles fine.

Note: The Runnable interface should be implemented by any class whose instances are intended to be executed by a thread. The class must define a method of no arguments called run.

This interface is designed to provide a common protocol for objects that wish to execute code while they are active. For example, Runnable is implemented by class Thread. Being active simply means that a thread has been started and has

not yet been stopped.

In addition, Runnable provides the means for a class to be active while not subclassing Thread. A class that implements Runnable can run without subclassing Thread by instantiating a Thread instance and passing itself in as the target. In

most cases, the Runnable interface should be used if you are only planning to override the run() method and no other Thread methods. This is important because classes should not be subclassed unless the programmer intends on modifying

or enhancing the fundamental behavior of the class.

Note 2: start()

Causes this thread to begin execution; the Java Virtual Machine calls the run method of this thread. Reference: java.lang Interface Runnable

#### **QUESTION 5**

You have been asked to create a ResourceBundle file to localize an application.

Which code example specifies valid keys menu1 and manu2 with values of File Menu and View Menu?

- A. File Menu View Menu
- B. menu1File Menu menu1View Menu
- C. menu1m File menu, menu2, view menu
- D. menu1 = File Menu menu2 = View Menu



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Correct Answer: D

A properties file is a simple text file. You can create and maintain a properties file with just about any text editor.

You should always create a default properties file. The name of this file begins with the base name of your ResourceBundle and ends with the .properties suffix. In the PropertiesDemo program the base name is LabelsBundle. Therefore the default properties file is called LabelsBundle.properties. The following example file contains the following lines:

# This is the default LabelsBundle.properties file s1 = computer s2 = disk s3 = monitor s4 = keyboard

Note that in the preceding file the comment lines begin with a pound sign (#). The other lines contain key-value pairs. The key is on the left side of the equal sign and the value is on the right. For instance, s2 is the key that corresponds to the value disk. The key is arbitrary. We could have called s2 something else, like msg5 or diskID. Once defined, however, the key should not change because it is referenced in the source code. The values may be changed. In fact, when your localizers create new properties files to accommodate additional languages, they will translate the values into various languages.

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