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QUESTION 1

Given the code fragments:

```
class Person {  
    private String name;  
    public Person(String name) {  
        this.name = name;  
    }  
    //setter and getter methods go here  
}
```

and

```
public static void main(String[] args) {  
    Stream<List<Person>> perStream = Stream.of(  
        Arrays.asList(new Person("Jack"), new Person("Jane")),  
        Arrays.asList(new Person("John")),  
        Arrays.asList(new Person("Tom"), new Person("Tim"))  
    );  
    Stream<Person> persons =  
        perStream.flatMap(personList -> personList.stream());  
    persons.forEach(p -> System.out.print(p.getName() + " "));  
}
```

What is the result?

- A. An exception is thrown at runtime.
- B. A compilation error occurs.
- C. Jack Jane
- D. Jack Jane John Tom Tim

Correct Answer: A

p is not recognized in the line:

```
persons.forEach -> System.out.print(p.getName() + " ");
```

and an exception is thrown at runtime.

Exception in thread "main" java.lang.RuntimeException: Uncompilable source code - not a statement

QUESTION 2

Given the following incorrect program:



```
class MyTask extends RecursiveTask<Integer> {
    final int low; final int high;
    static final int THRESHOLD - /*...*/;
    MyTask(int low, int high) { this.low = low; this.high = high; }
    Integer computeDirectly() { /*...*/ }
    protected void compute() {
        if (high - low <= THRESHOLD)
            return computeDirectly();
        int mid = (low + high) / 2;
        invokeAll(new MyTask(low, mid), new MyTask(mid, high));
    }
}
```

Which two changes make the program work correctly? (Choose two.)

- A. The MyTask class must be modified to extend RecursiveAction instead of RecursiveTask.
- B. The computeDirectly() method must be enhanced to fork() newly created tasks.
- C. The compute() method must be changed to return an Integer result.
- D. The THRESHOLD value must be increased so that the overhead of task creation does not dominate the cost of computation.
- E. Results must be retrieved from the newly created MyTask instances and combined.
- F. The midpoint computation must be altered so that it splits the workload in an optimal manner.

Correct Answer: CE

The compute() method must return an Integer result. The results of the InvokeAll tasks must be combined.

Incorrect Answers:

A: RecursiveAction is just like RecursiveTask except it does not return a result

F: The Midpoint, $mid = (low + high)/2$, is fine. Reference: <http://www.baeldung.com/java-fork-join>

QUESTION 3

Given the code fragment:

```
interface Vehicle {
    public void ride(int speed);
}
```

and



```
3. public static void main(String[] args) {  
4.     Vehicle v = new Vehicle() {  
5.         public void ride(int speed) {  
6.             System.out.print("Fly at " + speed);  
7.         }  
8.     };  
9.     v.ride(100);  
10. }
```

Which code fragment could you see to refactor the code from line 4 to 8 to use a Lambda expression?

- A. `Vehicle v = new Vehicle(int speed) { System.out.print("Fly at " + speed); };`
- B. `Vehicle v = int speed -> System.out.print("Fly at " + speed);`
- C. `Vehicle v = (int speed) -> System.out.print("Fly at " + speed);`
- D. `Vehicle v = speed -> {System.out.print("Fly at " + speed) };`

Correct Answer: C

QUESTION 4

Given the interface:

```
public interface IDGenerator {  
    int getNextID();  
}
```

Which class implements idGenerator in a safe manager, so that no threads can get a duplicate id value during concurrent access?

- A. `public class Generator implements IdGenerator (Private volatile int Id =0; Public int getNextTd() | Synchronized (new generator()) { return ++id; } }`
- B. `public class Generator implements IdGeneretor (Private int id =0; Public int getNextId () { Synchronized (new generator()) {`
- C. `return ++id; } }`
- D. `public Class Generator implement IdGenerator (private AtomicInteger id = new AtomicInteger (0); public int getNextId() { return id. Increaseincrasement AndSet() ; } }`
- E. `public Class Generator implement IdGenerator (Private int id =0; Public int getNextId () { Synchronized (id) ; return ++id } }`
- F. `public Class Generator implement IdGenerator (Private int id =0; Public int getNextId () { Synchronized (id) ; return ++id } }`



}

Return ++id;

Correct Answer: C

QUESTION 5

Given the code fragment: What is the result?

```
final List<String> list = new CopyOnWriteArrayList<>();
final AtomicInteger ai = new AtomicInteger(0);
final CyclicBarrier barrier = new CyclicBarrier(2, new Runnable() {
    public void run() {System.out.println(list); }
});
Runnable r = new Runnable() {
    public void run() {
        try {
            Thread.sleep(1000 * ai.incrementAndGet());
        } catch (Exception ex) {
        }
    }
};
new Thread(r).start();
new Thread(r).start();
new Thread(r).start();
new Thread(r).start();
```

- A. [x, x] [x, x, x, x]
- B. [x, x]
- C. [x] [x, x] [x, x, x]
- D. [x] [x, x] [x, x, x] [x, x, x, x]

Correct Answer: D

CyclicBarrier is a synchronization aid that allows a set of threads to all wait for each other to reach a common barrier point. CyclicBarriers are useful in programs involving a fixed sized party of threads that must occasionally wait for each other. The barrier is called cyclic because it can be re-used after the waiting threads are released.

Reference: <https://docs.oracle.com/javase/7/docs/api/java/util/concurrent/CyclicBarrier.html>



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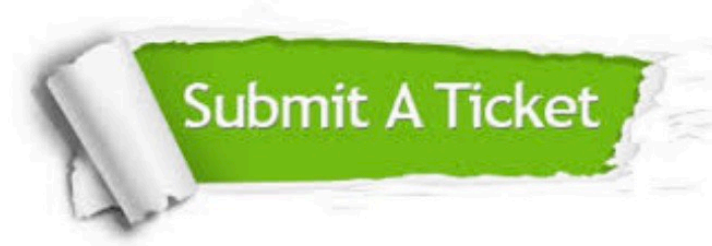
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