



98-388^{Q&As}

Introduction to Programming Using Java

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QUESTION 1

HOTSPOT

You need to evaluate the following code segment. Line numbers are included for reference only.

```
01 int a = 5;  
02 int b = 10;  
03 int c = ++a * b--;  
04 System.out.println(c);  
05 int d = a-- + ++b;  
06 System.out.println(d);
```

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.

Hot Area:

Answer Area

What is the output of line 04?

	▼
15	
45	
50	
54	
60	

What is the output of line 06?

	▼
13	
14	
15	
16	

Correct Answer:



Answer Area

What is the output of line 04?

	▼
15	
45	
50	
54	
60	

What is the output of line 06?

	▼
13	
14	
15	
16	

QUESTION 2

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.

Hot Area:

Answer Area

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

Correct Answer:



Answer Area

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

References: https://www.tutorialspoint.com/java/java_strings.htm

QUESTION 3

HOTSPOT

You are writing a Java method named countdown. The method must meet the following requirements:

Accept an int parameter named start

Display all numbers from start to zero in decrements of one

How should you complete the code? To answer, select the appropriate code segments in the answer area.

NOTE: Each correct selection is worth one point.

Hot Area:

Answer Area

```
public static void countdown(int start) {  
    for (    ) {  


|                 |         |     |
|-----------------|---------|-----|
| int i = start;  | i <= 0; | ++i |
| int i == start; | i < 0;  | +i  |
| int i <= start; | i > 0;  | --i |
| int i < start;  | i >= 0; | -i  |

  
        System.out.println(i);  
    }  
}
```

Correct Answer:

**Answer Area**

```
public static void countdown(int start) {  
    for ( 

|                 |   |
|-----------------|---|
|                 | ▼ |
| int i = start;  |   |
| int i == start; |   |
| int i <= start; |   |
| int i < start;  |   |



|         |   |
|---------|---|
|         | ▼ |
| i <= 0; |   |
| i < 0;  |   |
| i > 0;  |   |
| i >= 0; |   |



|     |   |
|-----|---|
|     | ▼ |
| ++i |   |
| +i  |   |
| --i |   |
| -i  |   |

 ) {  
        System.out.println(i);  
    }  
}
```

References: <https://docs.oracle.com/javase/tutorial/java/javaOO/arguments.html>

You work as a Java programmer. A member of the team creates the following program. Line numbers are included for reference only.

```
01 public static void main(String[] args) {  
02     int timer = 60;  
03  
04     while (timer == 0)  
05     {  
06         if (timer == 0)  
07             break;  
08         else  
09         {  
10             System.out.println("The timer is counting down...");  
11             timer++;  
12         }  
13     }  
14 }
```

QUESTION 4**DRAG DROP**

You are writing a Java method that evaluates an arithmetic formula.

The method accepts an int value named number, raises the value to the second power, and returns the negative value of the result.

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.

NOTE: Each correct selection is worth one point.



Select and Place:

Code Segments

-1	2
number	+
-	*
^	

Answer Area

```
public static int negativeSquare(int number) {  
    return ( );  
};
```

Correct Answer:

Code Segments

-1	2
number	+
-	*
^	

Answer Area

```
public static int negativeSquare(int number) {  
    return - ( number * number );  
};
```

QUESTION 5

HOTSPOT

You write the following Java program for Munson's Pickles and Preserves Farm. Line numbers are included for reference only.

```
01 try  
02 {  
03     int x = 1 / 0;  
04     System.out.println("try");  
05 }  
06 catch (ArithmeticException ex)  
07 {  
08     System.out.println("catch ArithmeticException");  
09 }  
10 catch (Exception ex)  
11 {  
12     System.out.println("catch Exception");  
13 }  
14 finally  
15 {  
16     System.out.println("finally");  
17 }
```



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.

NOTE: Each correct selection is worth one point.

Hot Area:

Answer Area

	Yes	No
<code>try</code>	<input type="checkbox"/>	<input type="checkbox"/>
<code>catch ArithmeticException</code>	<input type="checkbox"/>	<input type="checkbox"/>
<code>catch Exception</code>	<input type="checkbox"/>	<input type="checkbox"/>
<code>finally</code>	<input type="checkbox"/>	<input type="checkbox"/>

Correct Answer:

Answer Area

	Yes	No
<code>try</code>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
<code>catch ArithmeticException</code>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
<code>catch Exception</code>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
<code>finally</code>	<input checked="" type="checkbox"/>	<input type="checkbox"/>

References: https://www.w3schools.com/java/java_try_catch.asp



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