What value the variable c will have: int a = 5; int b = 6; boolean c = a<=b;

 :c1 true

 :c2 false

 :c3 error

:c1 ok ex

--

What value the string will have s:

int x = 82; String s = "Your weight is:" + x + "Kg";

 :c1 "Your weight is:" + x + "Kg"

 :c2 Your weight is: 42 Kg

 :c3 42

 :c4 error

:c2 ok ex

--

What value the string will have s3?

   String s1 = "jdk", s2 = "7.0";   String s3 = s1 + s2;

 :c1 s1 + s2

 :c2 jdk7.0

 :c3 jdk

 :c4 7.0

:c2 ok ex

--

For one-line comment we use characters

 :c1 ++

 :c2 //

 :c3 --

 :c4 **

:c2 ok ex

--

What will be the output:

int m = 6;

System.out.printf ("African elephant weighs %d tonnes", m);

 :r1 African elephant weighs% d tonnes

 :r2 African elephant weighs 6d tonnes

 :r3 The African elephant weighs 6 tons

 :r4 error

:r3 ok

--

What value the variable y will have?

   int x = 1;

int y = x++;

 :r1 0

 :r2 1

 :r3 2

 :r4 3

:r2 ok

--

What value the variable a will have?

int x=0;

int y=5;

boolean a = x == 0 && y <= 0;

 :r1 false

 :r2 true

 :r3 chyba

:r1 ok

--

What value the variable a will have?

        int x=0;

        int y=5;

        boolean a = x == 0 || y <= 0;

:r1 true

:r2 false

:r3 chyba

:r1 ok

--

What value the variable x will have

int x=24;

x /= 2;

:r1 24

:r2 2

:r3 12

:r4 chyba

:r3 ok

--

What value the variable y will have?

int x = 5;

  int y = x + ++x;

:r1 9

:r2 10

:r3 11

:r4 12

:r3 ok

--

It will be written:

Int month = 3;

Boolean isMay= (month == 5);

If (isMay) {System.out.println ("is love time"); }

Else {

System.out.println ("not May")

}

:r1 is love time

:r2 not May

:r3 true

:r4 false

:r2 ok

--

How many times will the cycle work?


```
int x = 5;
while( x >= 0 ) {
    System.out.println( x );
    x --;
  }
```

:r1 0x

:r2 2x

:r3 3x

:r4 4x

:r5 5x

:r6 6x

:r6 ok

--

How many times will the cycle work?

```
  int x = 5;
do  {
System.out.println( x );
        x --;
} while (x < 0);
```

:r1 Infinitely many times

:r2 0x

:r3 1x

:r4 2x

:r5 5x

:r1 ok

--

How many times will the cycle work?


```java
for( int a = 1; a < 4; a++ ) {

    System.out.println( a );

  }
```

:r1 0x

:r2 1x

:r3 2x

:r4 3x

:r5 4x

:r6 Infinitely

:r4 ok

--

How many times will the cycle work?

```java
int s = 99;
  while( s > 0 ) {
    if( s%10 == 0 ) {
       break;
    }
    s = s-1;
    System.out.println( s );
  }
```

:n

:n="9" ok

--

What is heredity for?

:c1 End (final) methods the extended class inherits but can not overlap

:c2 The Parent Class inherits all maternal class methods

:c3 The expanded class inherits all non-proprietary methods and class variable ancestors

:c4 To create a class hierarchy

:c1:c3:c4 ok ex

--

What is the method used for?

 :r1 Mathematical calculations

 :r2 For statistical calculations

 :r3 Multiple use of the same sequence of commands

 :r4 To create objects

:r3 ok

--

What return can be used in methods

 :c1 Immediate end of the method

 :c2 Returns to the beginning of the code

 :c3 Returns the value

 :c4 Returns to the beginning of the method

:c1:c3 ok ex

--

What value will an array element have with index 3?

```
int[] p = new int[10];
  for( int i = 0; i &lt; p.length; i++ ) {
     p[i] = i+2;
  }
```

:c1 3

:c2 4

:c3 5

:c4 6

:c3 ok ex

--

What value will an array element have with index 3? int[]numbers = { 3, 5, 6, 7};

 :c1 3

 :c2 5

 :c3 6

 :c4 7

:c4 ok ex

--

What value will an array element have with index   p[2][3]?

int[][] p = new int[4][4];

for(int i = 0; i < p.length; i++) {

     for(int j = 0; j < p.length; j++) {

        p[i][j] = j;

     }

  }

 :c1 1

 :c2 2

 :c3 3

 :c4 4

:c3 ok ex

--

Why we use classes

 :c1 To create instances

 :c2 To create objects

 :c3 Heredity

 :c4 To define a array

:c1:c2:c3 ok ex

--

If you use the protected access specifier keyworld. Which classes will be able to access fixes and variables?

 :c1 any class

 :c2 Access only from the given class

 :c3 They can access classes of the same package, or from a descendant of the class anywhere

 :c4 From any class of the same package

:c3 ok ex

--

What the constructors work for

 :c1 Entering Object Values

 :c2 Constructs a class

 :c3 Triggers an instance of the class

 :c4 From one instance implicitly creates another instance of the class

:c1 ok ex

--

How many (not inherited) methods will the Employee Object available to?


```
class Employee {

    public Employee (int age, int wage) {

        this.age = age;

        this.wage = wage;

     }


    private int age = 1;

    public int getAge () { return age; }

    public void setAge(int age) { this. age = age; }

    private int wage = 1;


    public int getWage() { return wage; }

    public void setWage(int wage) { this.wage = wage; }

    public void introduceYourself(){
```

```java
        System.out.println("My age a wage are "   + age + "years "+ wage + "Euros");

    }


    public static void main(String[] args) {

        Employee employee = new employee (30,100);

    }

}
```

:r1 1

:r2 2

:r3 3

:r4 4

:r5 5

:r5 ok

--