

# Primitive values, Wrapper classes, Types and casting

## Multiple choice questions

1. First four data types hold-  
(a) Real numbers (b) Integers  
(c) Single character (d) Whole numbers
2. Next two data types hold-  
(a) Real numbers (b) Integers  
(c) Single character (d) Whole numbers
3. From the Unicode character set, what does a character data type hold ?  
(a) Real numbers (b) Integers  
(c) Single character (d) Word
4. Data types used in Java are also called:  
(a) Fixed Data Types  
(b) Ancient Data Types  
(c) Primitive Data Types  
(d) New Data Types
5. Elements which are machine independent in Java:  
(a) Data types (b) Variables  
(c) Literals (d) Characters
6. In Java what are adaptable with IEEE 754?  
(a) Real numbers (b) Integers  
(c) Single character (d) Corrective
7. Which character set is used in Java:  
(a) Numerical (b) IEEE  
(c) Character (d) Integer
8. How many bits of precision are there in char type?  
(a) 13 (b) 14  
(c) 15 (d) 16
9. Which data type is not a number ?  
(a) Char (b) Real  
(c) Boolean (d) Integer
10. Which element manipulates the data that is stored in memory?  
(a) Information (b) Programs  
(c) Comments (d) Characters
11. If anything is to be remembered by the computer, what will be required during program execution? It should be stored in the memory of the computer. What will be that?  
(a) Variables (b) Literals  
(c) Comments (d) Operators
12. Which address of the location in memory is needed if we want to refer a data in machine language?  
(a) Numerical (b) Alpha numerical  
(c) Alphabetical (d) Real
13. Language in which names are used instead of numerical address of the memory location to refer to data is :  
(a) Low level (b) Middle level  
(c) High level (d) Top level
14. If we use a name to refer to the data stored in the memory, it is called?  
(a) Variable (b) Literal  
(c) Comment (d) Operator
15. Where do we declare variables in Java?  
(a) Beginning (b) Initial  
(c) Declaration (d) Comment
16. To be specified by user in conventional syntax, an item should not be enclosed with:  
(a) Curly bracket (b) Square brackets  
(c) Angle brackets (d) Round bracket
17. The list of item should not have \_\_\_\_\_ if separated by commas in conventional syntax.  
(a) Curly bracket (b) Square brackets  
(c) Angle brackets (d) Round bracket
18. Lists containing more than one item can be separated by:  
(a) Using semi colon  
(b) Using commas  
(c) Using full stops  
(d) Using Colon

19. Which is the incorrect statement while defining the variable name?
  - (a) It must begin with an alphabet underscore (\_)
  - (b) It must begin with a percentage sign (%)
  - (c) No spaces are allowed in variables
  - (d) It cannot be a reserved word
20. Which example of variable is correct?
  - (a) Int marks;
  - (b) Double amount, interest
  - (c) Float rate;
  - (d) All of these
21. In which type of statement Computer sets aside memory for the variable and associates the variables name with that memory ?
  - (a) Data type
  - (b) Initial
  - (c) Variable declaration statement
  - (d) Comment
22. What is used to determine the size of variable the value it can hold and the operations that can be performed on it?
  - (a) Real numbers
  - (b) Variables
  - (c) Data types
  - (d) Floats
23. Which classes are not included in Java.language ?
  - (a) Byte
  - (b) Integer
  - (c) Array
  - (d) Class
24. Which of the following is a process of converting the simple data type into a class?
  - (a) Type wrapping
  - (b) Type conversion
  - (c) Type casting
  - (d) None of the above
25. Which of the following class is a super class of wrappers double and integer?
  - (a) Long
  - (b) Digits
  - (c) Float
  - (d) Number
26. Which is a wrapper for simple data type float?
  - (a) Float
  - (b) double
  - (c) float
  - (d) Double
27. Which method is a method of wrapper float for converting the value of an object into byte?
  - (a) bytevalue()
  - (b) byte bytevalue()
  - (c) byteBytevalue()
  - (d) Bytevalue()
28. Which is a wrapper for data type int?
  - (a) Integers
  - (b) Long
  - (c) Byte
  - (d) Double
29. Which of the following options are the method of heparin teacher for obtaining hash code for the invoking object?
  - (a) int hash()
  - (b) int hashCode()
  - (c) int hashCode()
  - (d) interger hashCode()
30. Which is a super class of wrappers long ,character and integer?
  - (a) Long
  - (b) Digits
  - (c) Float
  - (d) Number
31. Which is a wrapper for simple data type char?
  - (a) Float
  - (b) Character
  - (c) String
  - (d) Integer
32. Which method of integer is used for converting the value of an object into int?
  - (a) Bytevalue()
  - (b) int intValue();
  - (c) int Bytevalue()
  - (d) Byte Bytevalue()
33. Which method is used to obtain value of invoking object as a long?
  - (a) long value ()
  - (b) long longValue()
  - (c) Long longvalue()
  - (d) Long Longvalue()
34. What type of conversions are available in Java language?
  - (a) Narrowing type conversion
  - (b) Widening type conversion
  - (c) A and B
  - (d) None of the above
35. Which of the following is higher data type in Java language?
  - (a) Data type which holds more data than other data types
  - (b) Order type whose size is more than other data type
  - (c) Order type which can hold more precision digits than other data type
  - (d) All of the above
36. Widening type conversion in Java includes?
  - (a) Conversion of data from higher data type to lower data type
  - (b) Conversion of data from lower data type to higher data type
  - (c) Conversion of data from any data type to any data type
  - (d) None of the above

37. Narrowing type conversion in Java includes?
- Conversion of data from lower data type to higher data type
  - Conversion of data from a higher data type to lower data type
  - Conversion of data from any data type to any data type
  - None of the above

### Fill in the blanks

38. \_\_\_\_\_ is the result of a narrowing type conversion.
- Loss of data
  - Addition of data
  - Corruption of data
  - None of the above
39. \_\_\_\_\_ is the result of widening type conversion in Java.
- Loss of data
  - Gain of data
  - No change
  - None of the above
40. Type promotion in Java uses only \_\_\_\_\_ .
- Narrowing type conversion
  - Widening type conversion
  - No type conversion
  - None of the above
41. Type casting in Java uses \_\_\_\_\_ type conversion.
- Narrowing type conversion
  - Widening type conversion
  - No type conversion
  - None of the above
42. Explicit type conversion in Java refers to \_\_\_\_\_.
- Narrowing type conversion
  - Widening type conversion
  - No type conversion
  - None of the above
43. Implicit type conversion in java is also called \_\_\_\_\_.
- Narrowing type conversion
  - Widening type conversion
  - No type conversion
  - None of the above
44. \_\_\_\_\_ are the compatible data types for type promotion or type casting.
- byte, char , short
  - char. int, float
  - float. long , double
  - All of the above

45. A boolean literal in Java can be type casted to \_\_\_\_\_ data type.
- Byte
  - Short
  - Int
  - None of the above
46. If a variable or operand in an expression is type long then all the brands are type promoted to \_\_\_\_\_ data type.
- Int
  - Long
  - Float
  - Double
47. Java is an object oriented programming language developed by \_\_\_\_\_ .
- Oracle
  - Sun Microsystems
  - UNIX
  - Netscape

### Match the following

48. Match the columns:

Group A	Group B
1. Java program is composed of	(i) Native
2. Code is faster to execute	(ii) classes
3. Java provides tools	(iii) slow execution speed
4. Disadvantage of byte codes	(iv) convert javabyte into native codes

- 1-(ii), 2-(i), 3-(iv), 4-(iii)
- 1-(i), 2-(ii), 3-(iv), 4-(iii)
- 1-(ii), 2-(i), 3-(iii), 4-(iv)
- 1-(ii), 2-(iv), 3-(i), 4-(iii)

49. Match the columns:

Group A	Group B
1. Primitive	(i) a class whose object wraps
2. Wrapper classes	(ii) data type
3. Primitive types	(iii) convert data type to another data type
4. User defined casting	(iv) int, short, long, byte

- 1-(ii), 2-(i), 3-(iv), 4-(iii)
- 1-(i), 2-(ii), 3-(iv), 4-(iii)
- 1-(ii), 2-(i), 3-(iii), 4-(iv)
- 1-(ii), 2-(iv), 3-(i), 4-(iii)

50. Match the columns:

Group A	Group B
1. Primitive data types	(i) 32 bit
2. int in java	(ii) 8
3. Signed	(iii) byte
4. Smallest integer type	(iv) int, short, long, byte

- (a) 1-(ii), 2-(i), 3-(iv), 4-(iii)  
 (b) 1-(i), 2-(ii), 3-(iv), 4-(iii)  
 (c) 1-(ii), 2-(i), 3-(iii), 4-(iv)  
 (d) 1-(ii), 2-(iv), 3-(i), 4-(iii)

51. Match the columns:

Group A	Group B
1. Size of float and double	(i) int to long
2. Automatic type conversion	(ii) 32 and 64
3. Word true is	(iii) double
4. Not an integer data type	(iv) Boolean literal

- (a) 1-(ii), 2-(i), 3-(iv), 4-(iii)  
 (b) 1-(i), 2-(ii), 3-(iv), 4-(iii)  
 (c) 1-(ii), 2-(i), 3-(iii), 4-(iv)  
 (d) 1-(ii), 2-(iv), 3-(i), 4-(iii)

52. Match the columns:

Group A	Group B
1. Floating data type	(i) string
2. Character data type cannot store	(ii) double
3. Range of byte data type	(iii) 4 byte
4. Size of integer	(iv) -128-127

- (a) 1-(ii), 2-(i), 3-(iv), 4-(iii)  
 (b) 1-(i), 2-(ii), 3-(iv), 4-(iii)  
 (c) 1-(ii), 2-(i), 3-(iii), 4-(iv)  
 (d) 1-(ii), 2-(iv), 3-(i), 4-(iii)

### Programming based questions

53. Choose the right statement:

```
int x = 25;
```

```
Integer y = new Integer(33);
```

What is the difference between these two statements?

- (a) Primitive data types

(b) Primitive data type and an object of a wrapper class

(c) Wrapper class

(d) None of the above

54. Choose the correct output of the following Java Code:

```
int a=9;
```

```
float b = a/2;
```

```
System.out.println(b);
```

(a) 4.0

(b) 4.5

(c) 5.0

(d) None of the above

55. Choose the correct output of the Java code snippet?

```
char ch = 'A';//ASCII 65
```

```
int a = ch + 1;
```

```
ch = (char)a;
```

```
System.out.println(ch);
```

(a) 66

(b) A

(c) B

(d) 65

56. Regarding the program code given below, answer the questions that follow:

```
// char can be handled like integers
```

```
public class CharClass
```

```
{
```

```
    public static void main(String args[])
```

```
    {
```

```
        char myChar1 = 'A';
```

```
        char myChar2 = 'B';
```

```
        System.out.println("myChar1: " +myChar1);
```

```
        System.out.println("myChar2: " +myChar2);
```

```
    }
```

```
}
```

(a) What will be the output?

(i) myChar1: A

myChar2: B

(ii) myChar1: B

myChar2: C

(iii) myChar1: C

myChar2: D

(iv) myChar1: D

myChar2: E

(b) What is the name of the class?

(i) System.out.println

(ii) static void main()

- (iii) public
- (iv) CharClass

57. Concerning the program code given below, answer the questions that follow:

```
public class ShortDataType
{
    public static void main(String args[])
    {
        short myShort = 6000;
        System.out.println("myShort: " + myShort);
    }
}
```

- (a) What will be the output?
  - (i) myShort: 6000
  - (ii) myShort: 7000
  - (iii) myShort: 8000
  - (iv) myShort: 4000
- (b) What is the name of the data type used to store myshort price?
  - (i) ShortDatatype
  - (ii) static void main()
  - (iii) public
  - (iv) Short

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## Answers

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### Multiple choice questions

1. (b) Integers  
**Explanation:** Integer. ,Floating-point number. Character. Boolean
2. (a) Real numbers
3. (c) Single character
4. (c) Primitive Data Types  
**Explanation:** The eight primitives defined in Java are int, byte, short, long, float, double, boolean, and char – those aren't considered objects and represent raw values.
5. (a) Data types
6. (a) Real numbers
7. (c) Character
8. (d) 16  
**Explanation:** The char data type is a single 16-bit Unicode character. It has a minimum value of '\u0000' (or 0) and a maximum value of '\uffff' (or 65,535 inclusive).
9. (c) Boolean  
**Explanation:** The BOOLEAN data type stores TRUE or FALSE data values as a single byte.
10. (b) Programs
11. (a) Variables
12. (a) Numerical
13. (c) High level
14. (a) Variable  
**Explanation:** Syntax type variable = value;
15. (a) Beginning
16. (c) Angle brackets
17. (a) Curly bracket
18. (b) Using commas
19. (b) It must begin with a percentage sign (%)
20. (d) All of these
21. (c) Variable declaration statement
22. (c) Data types
23. (c) Array
24. (b) Type conversion  
**Explanation:** Syntax dataType variableName = (dataType) variableToConvert;
25. (d) Number
26. (a) Float
27. (b) byte bytevalue()
28. (a) Integers  
**Explanation:** The wrapper class in Java provides the mechanism to convert primitive into object and object into primitive.
29. (c) int hashCode()
30. (d) Number
31. (b) Character
32. (b) int intValue();
33. (b) long longValue()
34. (c) A and B
35. (d) All of above
36. (b) alteration of data from lower data type to higher data type
37. (b) alteration of data from a higher data type to lower data type

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### Fill in the blanks

38. (a) Loss of data

- 39. (c) No change
- 40. (b) Widening type conversion
- 41. (a) Narrowing type conversion
- 42. (a) Narrowing type conversion
- 43. (b) Widening type conversion
- 44. (d) All of the above
- 45. (d) None of the above
- 46. (b) Long
- 47. (b) Sun Microsystems

### **Match the following**

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- 48. (a) 1-(ii), 2-(i), 3-(iv), 4-(iii)
- 49. (a) 1-(ii), 2-(i), 3-(iv), 4-(iii)
- 50. (a) 1-(ii), 2-(i), 3-(iv), 4-(iii)

- 51. (a) 1-(ii), 2-(i), 3-(iv), 4-(iii)
- 52. (a) 1-(ii), 2-(i), 3-(iv), 4-(iii)

### **Programming based questions**

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- 53. (b) Primitive data type and an object of a wrapper class
- 54. (a) 4.0
- 55. (c) B
- 56. (a) (i) myChar1: A  
myChar2: B  
(b) (iv) CharClass
- 57. (a) (i) myShort: 6000  
(b) (iv) Short