

Exam : SUN 212-055

**Title : Sun Certified Programmer
for the Java 2 Platform.SE
5.0**

Version : Demo

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1. 現有:

```
11. public static void parse(String str) {  
12.     try {  
13.         float f = Float.parseFloat(str);  
14.     } catch (NumberFormatException nfe) {  
15.         f = 0;  
16.     } finally {  
17.         System.out.println(f);  
18.     }  
19. }  
20. public static void main(String [] args) {  
21.     parse("invalid");  
22. }
```

結果為何?

- A. 0.0
- B. 編譯失敗。
- C. 在執行時期 parse 方法會丟出一個 ParseException。
- D. 在執行時期 parse 方法會丟出一個 NumberFormatException。

Answer: B

2. 現有:

```
10. int x = 0;  
11. int y = 10;  
12. do {  
13.     y--;  
14.     ++x;  
15. } while (x < 5);  
16. System.out.print(x + "," + y);
```

結果為何?

- A. 5,6

B. 5,5

C. 6,5

D. 6,6

Answer: B

3. 現有:

12. public class Wow {

13. public static void go(short n) {System.out.println("short");}

14. public static void go(Short n) {System.out.println("SHORT");}

15. public static void go(Long n) {System.out.println(" LONG");}

16. public static void main(String [] args) {

17. Short y = 6;

18. int z = 7;

19. go(y);

20. go(z);

21. }

22. }

結果為何?

A. short LONG

B. SHORT LONG

C. 編譯失敗。

D. 在執行時期丟出了一個例外。

Answer: C

4. 現有:

11. String test = "This is a test";

12. String [] tokens = test.split("\\s");

13. System.out.println(tokens.length);

結果為何?

A. 0

- B. 1
- C. 4
- D. 編譯失敗。
- E. 在執行時期丟出了一個例外。

Answer: D

5. 現有：

```
public class NamedCounter {  
    private final String name;  
    private int count;  
    public NamedCounter(String name) { this.name = name; }  
    public String getName() { return name; }  
    public void increment() { count++; }  
    public int getCount() { return count; }  
    public void reset() { count = 0; }  
}
```

應該做哪三項修改，才能調整這個類別，以供多個執行緒安全地使用？（選擇三項。）

- A. 用 `synchronized` 關鍵字宣告 `reset()`
- B. 用 `synchronized` 關鍵字宣告 `getName()`
- C. 用 `synchronized` 關鍵字宣告 `getCount()`
- D. 用 `synchronized` 關鍵字宣告建構元
- E. 用 `synchronized` 關鍵字宣告 `increment()`

Answer: ACE

6. 現有：

```
11. class ClassA {}  
12. class ClassB extends ClassA {}  
13. class ClassC extends ClassA {}
```

以及：

```
21. ClassA p0 = new ClassA();
```

22. ClassB p1 = new ClassB();

23. ClassC p2 = new ClassC();

24. ClassA p3 = new ClassB();

25. ClassA p4 = new ClassC();

哪三項是正確的？（選擇三項。）

A. p0 = p1;

B. p1 = p2;

C. p2 = p4;

D. p2 = (ClassC)p1;

E. p1 = (ClassB)p3;

F. p2 = (ClassC)p4;

Answer: AEF

7. 現有:

```
10: public class Hello {
```

```
11:     String title;
```

```
12:     int value;
```

```
13:     public Hello() {
```

```
14:         title += " World";
```

```
15:     }
```

```
16:     public Hello(int value) {
```

```
17:         this.value = value;
```

```
18:         title = "Hello";
```

```
19:         Hello();
```

```
20:     }
```

```
21: }
```

以及:

```
30: Hello c = new Hello(5);
```

```
31: System.out.println(c.title);
```

結果為何?

- A. Hello
- B. Hello World
- C. 編譯失敗。
- D. Hello World 5
- E. 這個程式碼可以執行，但沒有輸出。
- F. 在執行時期丟出了一個例外。

Answer: C

8. 現有：

1. interface DoStuff2 {
2. float getRange(int low, int high); }
- 3.
4. interface DoMore {
5. float getAvg(int a, int b, int c); }
- 6.
7. abstract class DoAbstract implements DoStuff2, DoMore { }
- 8.
9. class DoStuff implements DoStuff2 {
10. public float getRange(int x, int y) { return 3.14f; } }
- 11.
12. interface DoAll extends DoMore {
13. float getAvg(int a, int b, int c, int d); }

結果為何？

- A. 檔案可以編譯，而沒有錯誤。
- B. 編譯失敗。只有第 7 行有一個錯誤。
- C. 編譯失敗。只有第 12 行有一個錯誤。
- D. 編譯失敗。只有第 13 行有一個錯誤。
- E. 編譯失敗。只有第 7 行與第 12 行有錯誤。
- F. 編譯失敗。只有第 7 行與第 13 行有錯誤。
- G. 編譯失敗。第 7、12、與 13 行有錯誤。

Answer: A

9. 現有:

10. package com.sun.scjp;

11. public class Geodetics {

12. public static final double DIAMETER = 12756.32; // kilometers

13. }

哪兩項可以正確地存取 Geodetics 類別的 DIAMETER 成員? (選擇兩項。)

A. import com.sun.scjp.Geodetics;

public class TerraCarta {

 public double halfway()

 { return Geodetics.DIAMETER/2.0; } }

B. import static com.sun.scjp.Geodetics;

public class TerraCarta{

 public double halfway() { return DIAMETER/2.0; } }

C. import static com.sun.scjp.Geodetics.*;

public class TerraCarta {

 public double halfway() { return DIAMETER/2.0; } }

D. package com.sun.scjp;

 public class TerraCarta {

 public double halfway() { return DIAMETER/2.0; } }

Answer: AC

10. 現有:

10. class Nav{

11. public enum Direction { NORTH, SOUTH, EAST, WEST }

12. }

13. public class Sprite{

14. // insert code here

15. }

第 14 行加入哪一項程式碼後，可讓 `Sprite` 類別編譯？

- A. `Direction d = NORTH;`
- B. `Nav.Direction d = NORTH;`
- C. `Direction d = Direction.NORTH;`
- D. `Nav.Direction d = Nav.Direction.NORTH;`

Answer: D

11. 現有：

```
10. interface Foo { int bar(); }
11. public class Sprite {
12.     public int fubar( Foo foo ) { return foo.bar(); }
13.     public void testFoo() {
14.         fubar(
15.             // insert code here
16.         );
17.     }
18. }
```

第 15 行插入哪一項程式碼後，可讓 `Sprite` 類別編譯？

- A. `Foo { public int bar() { return 1; } }`
- B. `new Foo { public int bar() { return 1; } }`
- C. `new Foo() { public int bar() { return 1; } }`
- D. `new class Foo { public int bar() { return 1; } }`

Answer: C

12. 現有：

```
1. public interface A {
2.     String DEFAULT_GREETING = "Hello World";
3.     public void method1();
4. }
```

某程式設計師想要建立一個稱為 `B` 的介面，並以 `A` 為其父類別。

哪一項介面的宣告是正確的？

- A. public interface B extends A {}
- B. public interface B implements A {}
- C. public interface B instanceof A {}
- D. public interface B inheritsFrom A {}

Answer: A

13. 現有：

1. class TestA {
2. public void start() { System.out.println("TestA"); }
3. }
4. public class TestB extends TestA {
5. public void start() { System.out.println("TestB"); }
6. public static void main(String [] args) {
7. ((TestA)new TestB()).start();
8. }
9. }

結果為何？

- A. TestA
- B. TestB
- C. 編譯失敗。
- D. 在執行時期丟出了一個例外。

Answer: B

14. 現有：

1. interface TestA { String toString(); }
2. public class Test {
3. public static void main(String [] args) {
4. System.out.println(new TestA() {
5. public String toString() { return "test"; }

6. });

7. }

8. }

結果為何？

A. test

B. null

C. 在執行時期丟出了一個例外。

D. 第 1 行的一個錯誤會造成編譯失敗。

E. 第 4 行的一個錯誤會造成編譯失敗。

F. 第 5 行的一個錯誤會造成編譯失敗。

Answer: A

15. 現有：

11. public abstract class Shape {

12. int x;

13. int y;

14. public abstract void draw();

15. public void setAnchor(int x, int y) {

16. this.x = x;

17. this.y = y;

18. }

19. }

以及一個延展並完全實行 Shape 類別的 Circle 類別。

哪一項是正確的？

A. Shape s = new Shape();

s.setAnchor(10,10);

s.draw();

B. Circle c = new Shape();

c.setAnchor(10,10);

c.draw();

C. Shape s = new Circle();

s.setAnchor(10,10);

s.draw();

D. Shape s = new Circle();

s->setAnchor(10,10);

s->draw();

E. Circle c = new Circle();

c.Shape.setAnchor(10,10);

c.Shape.draw();

Answer: C

16. 現有：

10. abstract public class Employee {

11. protected abstract double getSalesAmount();

12. public double getCommision() {

13. return getSalesAmount() * 0.15;

14. }

15. }

16. class Sales extends Employee {

17. // insert method here

18. }

在第 17 行可以各自分別插入哪兩種方法，以便正確地完成 Sales 類別？（選擇兩項。）

A. double getSalesAmount() { return 1230.45; }

B. public double getSalesAmount() { return 1230.45; }

C. private double getSalesAmount() { return 1230.45; }

D. protected double getSalesAmount() { return 1230.45; }

Answer: BD

17. 現有：

10. interface Data { public void load(); }

11. abstract class Info { public abstract void load(); }

哪一個類別正確地使用 Data 介面與 Info 類別？

A. public class Employee extends Info implements Data {

public void load() { /*do something*/ }

}

B. public class Employee implements Info extends Data {

public void load() { /*do something*/ }

}

C. public class Employee extends Info implements Data

public void load(){ /*do something*/ }

public void Info.load(){ /*do something*/ }

}

D. public class Employee implements Info extends Data {

public void Data.load(){ /*do something*/ }

public void load(){ /*do something*/ }

}

E. public class Employee implements Info extends Data {

public void load(){ /*do something*/ }

public void Info.load(){ /*do something*/ }

}

F. public class Employee extends Info implements Data{

public void Data.load() { /*do something*/ }

public void Info.load() { /*do something*/ }

}

Answer: A

18. 現有：

11. public abstract class Shape {

12. private int x;

13. private int y;

- 14. public abstract void draw();
- 15. public void setAnchor(int x, int y) {
- 16. this.x = x;
- 17. this.y = y;
- 18. }
- 19. }

哪兩個類別正確地使用 Shape 類別？（選擇兩項。）

A. public class Circle implements Shape {
 private int radius;
}

B. public abstract class Circle extends Shape {
 private int radius;
}

C. public class Circle extends Shape {
 private int radius;
 public void draw();
}

D. public abstract class Circle implements Shape {
 private int radius;
 public void draw();
}

E. public class Circle extends Shape {
 private int radius;
 public void draw() { /* code here */ }
}

F. public abstract class Circle implements Shape {
 private int radius;
 public void draw() { /* code here */ }
}

Answer: BE

19. 哪兩個類別可以正確地實行 `java.lang.Runnable` 以及 `java.lang.Cloneable` 兩種介面？（選擇兩項。）

A. `public class Session`

```
implements Runnable, Cloneable {  
    public void run();  
    public Object clone();  
}
```

B. `public class Session`

```
extends Runnable, Cloneable {  
    public void run() { /* do something */ }  
    public Object clone() { /* make a copy */ }  
}
```

C. `public class Session`

```
implements Runnable, Cloneable {  
    public void run() { /* do something */ }  
    public Object clone() { /* make a copy */ }  
}
```

D. `public abstract class Session`

```
implements Runnable, Cloneable {  
    public void run() { /* do something */ }  
    public Object clone() { /*make a copy */ }  
}
```

E. `public class Session`

```
implements Runnable, implements Cloneable {  
    public void run() { /* do something */ }  
    public Object clone() { /* make a copy */ }  
}
```

Answer: CD

20. 現有：

```
11. public interface Status {  
12.     /* insert code here */ int MY_VALUE = 10;  
13. }
```

哪三項在第 12 行有效？（選擇三項。）

- A. final
- B. static
- C. native
- D. public
- E. private
- F. abstract
- G. protected

Answer: ABD

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