



PROGRAMMING IN JAVA

Assignment 0

TYPE OF QUESTION: MCQ

Number of questions: 10

Total marks: $10 \times 1 = 10$

QUESTION 1:

What will be the output of the following code snippet?

```
#include <stdio.h>
void solve() {
    int a = 3;
    int res = a++ + ++a + a++ + ++a;
    printf("%d", res);
}
int main() {
    solve();
    return 0;
}
```

- a. 12
- b. 24
- c. 20
- d. 18

Correct Answer: c. 20

Detailed Solution:

In the given code snippet, the `solve()` function is called from the `main()` function. Inside the `solve()` function: `int a = 3;` initializes the variable `a` with the value 3. `int res = a++ + ++a + a++ + ++a;` performs a series of arithmetic operations and assigns the result to the variable `res`. `a++` is a post-increment operation, which means the value of `a` is used and then incremented by 1. So, initially, `a++` evaluates to 3, and `a` becomes 4. `++a` is a pre-increment operation, which means the value of `a` is incremented by 1 and then used. So, after the previous operation, `++a` evaluates to 5, and `a` becomes 5. `a++` is another post-increment operation. At this point, `a` is 5, and the expression evaluates to 5. Then, `a` becomes 6. `++a` is another pre-increment operation. After the previous operation, `++a` evaluates to 7, and `a` becomes 7. Therefore, the overall expression becomes `3 + 5 + 5 + 7`, which results in 20 and is stored in the variable `res`. `printf("%d", res);` prints the value of `res`, which is 20.

Java Programming Assignments With Solutions

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Trinidad, Michael Sheng, Raghavendra Ramachand, Latika Kharb, Deepak Chahal, 2024-10-15 This book constitutes the refereed proceedings of the 9th International Conference on Information Communication and Computing Technology ICICCT 2024 held in New Delhi India on May 11 2024 The 13 full papers presented here were carefully reviewed and selected from 176 submissions These papers have been categorized into the following topical sections Intelligent systems and Pattern

recognition **Envisioning the Future of Online Learning** Johan Eddy Luaran, Janudin Sardi, Anealka Aziz, Nor Aziah Alias, 2016-06-10 This book shares insights into the various ways technology can be used for educational purposes utilizing an approach suitable for both novice and advanced practitioners in this niche area It features selected papers presented at the International Conference on e Learning 2015 ICeL 2015 where professionals discussed how technology can not only serve as a tool in the classroom but as the classroom itself As the title Envisioning the Future of Online Learning suggests this book showcases current best practices in the field of e learning where technology has been leveraged to re engineer the landscape of education particularly in the context of Malaysia *Introduction to JAVA Programming* Y. Daniel Liang, 2007

Programming is above all problem solving This book will help students thoroughly understand real world programming problems and solve those problems quickly and efficiently using Java s sophisticated design and coding facilities **Data**

Communications and Networking Global Edition 5e Behrouz A. Forouzan, 2012-05-16 The fifth edition of Behrouz Forouzan s Data Communications and Networking presents a comprehensive and accessible approach to data communications and networking that has made this book a favorite with students and professionals alike More than 830 figures and 150 tables accompany the text and provide a visual and intuitive opportunity for understanding the material This unique approach minimizes the need for heavy math content allowing normally complicated topics to unfold graphically and visually rather than through the presentation of complex formulas The global edition has been developed specifically to meet the needs of international computer networks students In addition to a chapter on the peer to peer paradigm a full chapter on quality of service QoS generous coverage of forward error correction coverage of WiMAX and material on socket interface

programming in Java we have added new international end of chapter questions and problems to make the content more relevant and improve learning outcomes for the international student

Java Programming Gary B. Shelly, Thomas J. Cashman, Joy Starks, 2004 This new edition employs the Shelly Cashman Series proven step by step approach to learning presenting difficult Java programming concepts in a straightforward and exciting way The new layout and design of the book make it easy for students to stay on track while the real world examples keep students interested Every chapter has been rewritten to include all new programming examples as well as additional conceptual coverage stressing the fundamentals of producing well designed programs

Hybrid Learning and Education Joseph Fong, Reggie Kwan, Fu Lee Wang, 2008-08-19 This book constitutes the refereed proceedings of the First International Conference on Hybrid Learning ICHL 2008 held in Hong Kong China in August 2008 The 38 revised full papers presented together with 3 keynote lectures were carefully reviewed and selected from 142 submissions The papers are organized in topical sections on hybrid education model and pedagogies for hybrid learning trends pervasive learning mobile and ubiquitous learning hybrid learning experiences hybrid learning systems technologies as well as contextual attitude and cultural effects

10th European Conference on Games Based Learning , *Smart Education and e-Learning 2016* Vladimir L. Uskov, Robert J. Howlett, Lakhmi C. Jain, 2016-06-13 This book contains the contributions presented at the 3rd international KES conference on Smart Education and Smart e Learning which took place in Puerto de la Cruz Tenerife Spain June 15 17 2016 It contains a total of 56 peer reviewed book chapters that are grouped into several parts Part 1 Smart University Conceptual Modeling Part 2 Smart Education Research and Case Studies Part 3 Smart e Learning Part 4 Smart Education Software and Hardware Systems and Part 5 Smart Technology as a Resource to Improve Education and Professional Training We believe that the book will serve as a useful source of research data and valuable information for faculty scholars Ph D students administrators and practitioners those who are interested in innovative areas of smart education and smart e learning

An Introduction to Java Programming Y. Daniel Liang, 1998 *Software Programming Languages*

Reflections on the Teaching of Programming Jens Bennedsen, Michael E. Caspersen, Michael Kölling, 2008-05-20 This state of the art survey reflecting on the teaching of programming has been written by a group of primarily Scandinavian researchers and educators with special interest and experience in the subject of programming The 14 chapters contributed by 24 authors present practical experience gathered in the process of teaching programming and associated with computing education research work Special emphasis is placed on practical advice and concrete suggestions The authors are all members of the Scandinavian Pedagogy of Programming Network SPoP and bring together a diverse body of experiences from the Nordic countries The 14 chapters of the book have been carefully written and edited to present 4 coherent units on issues in introductory programming courses object oriented programming teaching software engineering issues and assessment Each of these individual parts has its own detailed introduction The topics addressed span a wide range of problems and solutions

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Introduction to Java Programming with Sun One Studio 4 Y. Daniel Liang,2003 First on the market to cover Sun s new IDE Forte this special edition of a Liang s widely used Java book is a comprehensive introduction to Java programming with an expanded in depth treatment of object oriented programming The book is easy to read and well paced and is ideal for self study The book covers all subjects required in the Level I Java Certification Exam fundamentals of programming including primitive data types control statements methods and arrays object oriented programming graphics programming exception handling internalization multithreading multimedia I O networking and Java data structures *Java Report* ,2001

Solutions of Robust Linear Regression Problems by Krylov Subspace Methods Venansius Baryamureeba,2000 **Java Software Structures for AP Computer Science AB** John Lewis,Joe Chase,William Loftus,Leigh Ann Sudol,2005

Conference on Software Engineering Education and Training Timothy Christian Lethbridge,W. Michael McCracken,Michael Lutz,2002 This volume originated from the 15th Conference on Software Engineering Education and Training and examines software design and development It is aimed at researchers professors practitioners and students

Programming with Java Julia Case Bradley,Anita C. Millspaugh,2002 Java has become one of the leading development languages today It plays a very important role in application development for business as well as a tool for Web programming This Java text is designed primarily for business programming students It assumes no prior programming experience and introduces students to the object oriented approach from the very beginning This text can be used for a first language course or for a more advanced programming course Java Programming Exercises Christian Ullenboom,2024-09-04 Take the next

step in raising your coding skills and dive into the intricacies of Java Standard Libraries You will continue to raise your coding skills and test your Java knowledge on tricky programming tasks with the help of the pirate Captain CiaoCiao This is the second of two volumes which provide you with everything you need to excel in your Java journey including tricks that you should know in detail as a professional as well as intensive training for clean code and thoughtful design that carries even complex software Features 149 tasks with commented solutions on different levels For all paradigms object oriented imperative and functional Clean code reading foreign code and object oriented modeling With numerous best practices and extensively commented solutions to the tasks these books provide the perfect workout for professional software development with Java **Java 2 Certification** Jamie Jaworski,

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