



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.

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Information, Communication and Computing Technology Gerhard-Wilhelm Weber,Jose Francisco Martinez 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 **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 **IT Certification Success Exam Cram 2** Ed Tittel,Kim Lindros,2003 IT Certification Success Exam Cram 2 provides you with a detailed explanation of the certification arena from Ed Tittel one of the most respected figures in the industry The book explains the various certification programs their prerequisites what can be done with them and where you might want to go next Readers preparing for a certification exam find the best selling Exam Cram 2 series to be the smartest most efficient way to become certified This book focuses exactly on what you need to know to get certified now [Cracking the Coding Interview: 60 JAVA PROGRAMMING QUESTIONS AND ANSWERS](#) Chinmoy Mukherjee,

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.

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.

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.

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

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,2001 **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

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