MICROSOFT 98-388

Microsoft Introduction to Programming Using Java Certification Questions & Answers

Exam Summary – Syllabus –Questions

98-388

Microsoft Technology Associate (MTA) - Introduction to Programming Using Java

40-60 Questions Exam – 700/1000 Cut Score – Duration of 45 minutes

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Know Your 98-388 Certification Well:

The 98-388 is best suitable for candidates who want to gain knowledge in the Microsoft Visual Studio. Before you start your 98-388 preparation you may struggle to get all the crucial Introduction to Programming Using Java materials like 98-388 syllabus, sample questions, study guide.

But don't worry the 98-388 PDF is here to help you prepare in a stress free manner. The PDF is a combination of all your queries like-

- What is in the 98-388 syllabus?
- How many questions are there in the 98-388 exam?
- Which Practice test would help me to pass the 98-388 exam at the first attempt?

Passing the 98-388 exam makes you Microsoft Technology Associate (MTA) - Introduction to Programming Using Java. Having the Introduction to Programming Using Java certification opens multiple opportunities for you. You can grab a new job, get a higher salary or simply get recognition within your current organization.

Microsoft 98-388 Introduction to Programming Using Java Certification Details:

Exam Name	Microsoft Technology Associate (MTA) - Introduction to Programming Using Java
Exam Code	98-388
Exam Price	$127 (USD)
Duration	45 mins
Number of Questions	40-60
Passing Score	700 / 1000
Schedule Exam	**Pearson VUE**
Sample Questions	**Microsoft Introduction to Programming Using Java Sample Questions**
Practice Exam	**Microsoft 98-388 Certification Practice Exam**

98-388 Syllabus:

Topic	Details
Understand Java fundamentals (15-20%)	
Describe the use of main in a Java application	- signature of main, why it is static; how to consume an instance of your own class; command-line arguments
Perform basic input and output using standard packages	- print statements; import and use the Scanner class
Evaluate the scope of a variable	- declare a variable within a block, class, or method
Work with data types, variables, and expressions (40-45%)	
Declare and use primitive data type variables	- data types, including byte, char, int, double, short, long, float, boolean; identify when precision is lost; initialization; how primitives differ from wrapper object types such as Integer and Boolean
Construct and evaluate code that manipulates strings	- string class and string literals, comparisons, concatenation, case and length; String.format methods; string operators; converting a primitive data type to a string; the immutable nature of strings; initialization; null
Construct and evaluate code that creates, iterates, and manipulates arrays and array lists	- one- and two-dimensional arrays, including initialization, null, size, iterating elements, accessing elements; array lists, including adding and removing elements, traversing the list
Construct and evaluate code that performs parsing, casting and conversion	- implementing code that casts between primitive data types, converts primitive types to equivalent object types, or parses strings to numbers
Construct and evaluate arithmetic expressions	- arithmetic operators, assignment, compound assignment operators, operator precedence
Implement flow control (15-20%)	
Construct and evaluate code that uses branching statements	- if, else, else if, switch; single-line versus block; nesting; logical and relational operators
Construct and evaluate code that uses loops	- while, for, for each, do while; break and continue; nesting; logical, relational, and unary operators

Topic	Details
Perform object-oriented programming (10-15%)	
Construct and evaluate a class definition	- constructors; constructor overloading; one class per .java file; this keyword; inheritance and overriding at a basic level
Declare, implement, and access data members in a class	- private, public, protected; instance data members; static data members; using static final to create constants; describe encapsulation
Declare, implement, and access methods	- private, public, protected; method parameters; return type; void; return value; instance methods; static methods; overloading
Instantiate and use a class object in a program	- instantiation; initialization; null; accessing and modifying data members; accessing methods; accessing and modifying static members; importing packages and classes
Compile and debug code (5-10%)	
Troubleshoot syntax errors, logic errors, and runtime errors	- print statement debugging; output from the javac command; analyzing code for logic errors; console exceptions after running the program; evaluating a stack trace
Implement exception handling	- try catch finally; exception class; exception class types; display exception information

Microsoft 98-388 Sample Questions:

Question: 1

You are evaluating loops. You need to identify infinite loops. Which three statements represent infinite loops?

Each correct answer presents a complete solution.

a) do {} while (true);
b) for (; ;) {}
c) for (; false ;) {}
d) do {} while (false);
e) while (true) {}
f) while (false) {}
g) while (true) break;

Answer: a, b, e

Question: 2

The Random class is shown in the exhibit. Line numbers are included for reference only. You need to evaluate the class and determine which line prevents the class from compiling successfully.

Which line prevents the class from compiling successfully?

a) Line 15
b) Line 14
c) Line 17
d) Line 12
e) Line 13

Answer: a

Question: 3

You need to evaluate the following code segment:

```
double dNum = 2.667;
int iNum = 0;
iNum = (int)dNum;
```

What happens when the code segment is run?

a) iNum has a value of 0.
b) An exception is thrown.
c) iNum has a value of 2.
d) iNum has a value of 3.

Answer: c

Question: 4

You work as a Java programmer. You need to convert a numeric String to a primitive double value. What code segment should you use?

a) Double.valueOf(numberString);
b) Double.parseDouble(numberString);
c) String.parseDouble(numberString);
d) double.parseDouble(numberString);

Answer: d

Question: 5

You have the following code segment. Line numbers are included for reference only.

```
01 public static void main(String[] args)
02 {
03    double number = 27;
04    number %= -3d;
05    number += 10f;
06    number *= -4;
07    System.out.println(number);
08 }
```

What is the output of line 07?

a) -44
b) -40.0
c) 40.0
d) 44.0

Answer: b

Question: 6

The question requires that you evaluate the underlined text to determine if it is correct. You have the following class definition:

```
class Logger
{
    public void logError(String message)
    {

    }
}
```

The logError method can be invoked by code in all classes in the same package as the Logger class. Review the underlined text. If it makes the statement correct, select “No change is needed.” If the statement is incorrect, select the answer choice that makes the statement correct.

a) No change is needed
b) only by the Logger class
c) only by the Logger class and classes in the same package that inherit from it
d) by all classes in all packages

Answer: c

Question: 7

You need to analyze the following code segment. Line numbers are included for reference only.

```
01 public void printInt()
02 {
03      if (true) {
04          int num = 1;
05          if (num > 0) {
06              num++;
07          }
08      }
09      int num = 1;
10      addOne(num);
11      num = num - 1;
12      System.out.println(num);
13 }
14
15 public void addOne(int num)
16 {
17      num = num + 1;
18 }
```

What is the output of line 12 when you run printInt()?

a) 0
b) 1
c) 2
d) 3

Answer: a

Question: 8

You are creating a Java console application that teaches students about Java. You need to define the signature of the method that is called when the application first starts. How should you define the method?

To answer, select the appropriate code segments from the drop-down menus.

Solution:

Determine whether the given solution is correct?

a) Incorrect
b) Correct

Answer: b

Question: 9

The following Java code exists (line numbers are included for reference only):

- 01 char data = 65;

- 02 System.out.println(data):

You need to determine what happens when this code is compiled and run. What happens when this code is run?

a) The string "5453" is printed.
b) The number 65 is printed.
c) An exception is thrown.
d) The letter 'A' is printed.

Answer: d

Question: 10

The question requires that you evaluate the underlined text to determine if it is correct. You should use an int data type to store the numeric value 3,000,000,000 (3 billion) so that the least amount of memory is used.

Review the underlined text. If it makes the statement correct, select "No change is needed." If the statement is incorrect, select the answer choice that makes the statement correct.

a) No change is needed.
b) a short
c) a byte
d) a long

Answer: d

Study Guide to Crack Microsoft Introduction to Programming Using Java 98-388 Exam:

- Getting details of the 98-388 syllabus, is the first step of a study plan. This pdf is going to be of ultimate help. Completion of the syllabus is must to pass the 98-388 exam.
- Making a schedule is vital. A structured method of preparation leads to success. A candidate must plan his schedule and follow it rigorously to attain success.
- Joining the Microsoft provided training for 98-388 exam could be of much help. If there is specific training for the exam, you can discover it from the link above.
- Read from the 98-388 sample questions to gain your idea about the actual exam questions. In this PDF useful sample questions are provided to make your exam preparation easy.
- Practicing on 98-388 practice tests is must. Continuous practice will make you an expert in all syllabus areas.