

Sun 310-045

Sun Certified Netbeans IDE Specialist

Practice Test

Version: 13.20

QUESTION NO: 1

You have a Java SE application that contains a main class and runs without problems from the command line when you call the Run target in the application's build.xml. You import the project as a free-form project. But when you right-click the project node, the Run menu item is disabled. How do you enable the Run menu item?

- A. create a Run target in the build.xml file
- B. clean and build your project and all dependent projects
- C. modify the project.properties file to specify the Ant target for the Run command
- D. specify the Ant target for the Run command in the Project Properties dialog for the project

Answer: D

Explanation:

QUESTION NO: 2

You have some legacy code that uses enum as an identifier and you create an IDE project that uses this code. How can you make sure that the code properly compiles the enum identifier?

- A. In the Options window, you delete the enum code template.
- B. In the Java Platform Manager, you add an entry for JDK 1.4.
- C. You modify the default.javac.source property in the project's build-impl.xml file to 1.4.
- D. In the Libraries panel of the Project Properties dialog box, you set the Source/Binary Format to 1.4.

Answer: D

Explanation:

QUESTION NO: 3

You want to manually run a target in your project's Ant script. Which two methods allow you to achieve this? (Choose two.)

- A. You right-click in the Source Editor and choose the Ant target from the Build menu.
- B. In the Projects window, you right-click the project node and choose the target you want to use.
- C. You right-click the Ant script node and choose the target you want to run from the Run Target submenu.
- D. You open the Options window and choose the Miscellaneous > Ant panel. You select the target from the Build drop-down menu.
- E. You select the Ant script node to display its targets in the Navigator window. You then right-click

the target node and choose Run Target.

Answer: C,E

Explanation:

QUESTION NO: 4

Given the example of color coding in a version-controlled file in this image:



What does the color grey signify?

- A. The class exists in the repository, but not in the user's local copy.
- B. The class has been created locally and does not yet exist in the repository.
- C. The class is newly created and will be ignored during any future versioning actions.
- D. The class exists both locally and remotely, and will be ignored during any future versioning actions.

Answer: C

Explanation:

QUESTION NO: 5

By default, where does the IDE put the compiled classes for your project?

- A. in the dist/ directory.
- B. in the build/ directory.
- C. in the dist/lib/ directory.
- D. in the same directory as your source files

Answer: B

Explanation:

QUESTION NO: 6

Given:

Given:

```
61 // simple matching for start of first or last
62 if ((targetId != null) &&
63
64     //if targetId matches first name
65     (composer.getFirstName().toUpperCase().sta
66     //if targetId matches last name
67     composer.getLastName().toUpperCase().start
68     //if targetId matches full name
69     composer.getFirstName().toUpperCase().conc
70     !targetId.equals("")) {
```

What happens when you double-click the blue marker that is displayed in the left margin of the file?

- A. Versioning information displays, such as author and revision number.
- B. The changes indicated by the blue marker are committed to the repository.
- C. The changes indicated by the blue marker are replaced with the original text.
- D. A diff task bar displays, including the text that was originally contained in the file adjacent to the blue marker.

Answer: D

Explanation:

QUESTION NO: 7

Which Ant library does the IDE use by default?

- A. the Ant version you specify during IDE installation
- B. the Ant library that is bundled with the installation
- C. the latest Ant version installed on your machine that is detected by the IDE
- D. the Ant library that is listed in your machine's ANT_HOME environment variable

Answer: B

Explanation:

QUESTION NO: 8

You have imported an application as a free-form project. You open the Files window and see that all your application's original folders are part of the NetBeans project that was created by the

import process. However, one additional folder has been added, containing the project's meta-data. What is the name of the folder that the IDE adds to an application when making it a NetBeans project?

- A. dist
- B. project
- C. netbeans
- D. nbproject

Answer: D

Explanation:

QUESTION NO: 9

You are writing code for a class in a standard Java project that you need to deploy to computers that are running Java Platform version 1.4. You notice that the code completion feature offers classes and methods from JDK 5. How do you make sure that the code completion feature does not offer those JDK 5 classes?

- A. change the JDK on which the IDE is running to JDK 1.4
- B. in the Options window, set the code completion source level to 1.4
- C. in the Sources panel of the Project Properties dialog box, set the source/binary format to 1.4
- D. in the Libraries panel of the Project Properties dialog box, specify JDK 1.4 as the Java platform

Answer: D

Explanation:

QUESTION NO: 10

For which two version control tasks does the IDE provide support? (Choose two.)

- A. importing and applying diff patches to versioned files
- B. permanently removing a versioned project from version control
- C. initializing versioned projects for all versioning systems that are supported
- D. searching the history of files and folders based on the dates of commit actions

Answer: A,D

Explanation:

QUESTION NO: 11

What is the purpose of refactoring?

- A. making program-wide changes to your code to fix compilation errors
- B. generating code that introduces new functionality to your application
- C. changing the structure of your code so that it can be imported as a NetBeans project
- D. making program-wide changes to the structure of your code without causing compilation errors

Answer: D

Explanation:

QUESTION NO: 12

You have a Java source file open and you choose the Insert Code > Override Method command. Which methods can you override when you choose this command?

- A. methods from the superclass
- B. methods from any of the interfaces
- C. methods from any class in the application
- D. methods from any class in the same package

Answer: A

Explanation:

QUESTION NO: 13

You are using a field, but you have forgotten how it is defined. What can you do to quickly jump to the definition of a field?

- A. hold down the Ctrl key, select the line, and click it
- B. hold down the Shift key, and click in the left sidebar
- C. hold down the Shift key, and right-click anywhere in the statement
- D. hold down the Ctrl key, move the mouse over the field, and click it

Answer: D

Explanation:

QUESTION NO: 14

What can you NOT do in the Options window of the IDE?

- A. You cannot configure IDE editor settings.
- B. You cannot configure file types used by the IDE.
- C. You cannot configure proxy and browser settings.
- D. You cannot configure the properties of an individual project.

Answer: D

Explanation:

QUESTION NO: 15

Given this image where the cursor is in the return type of a method definition and the code is highlighted in several places:

```
28 private int policy2int( RetentionPolicy policy ) {
29     switch ( policy ) {
30         case CLASS:
31             return 1;
32         case RUNTIME:
33             return 2;
34         case SOURCE:
35             return 3;
36         default:
37             throw new IllegalArgumentException();
38     }
39 }
40 ..
```

Where in the code is the method highlighted?

- A. where the method fails.
- B. where the method can exit.
- C. where the method is called.
- D. where the method has errors.

Answer: B

Explanation:

QUESTION NO: 16

In the Source view of a project there is an error highlighted in the code. When you place the mouse over the error, which result does the editor produce?

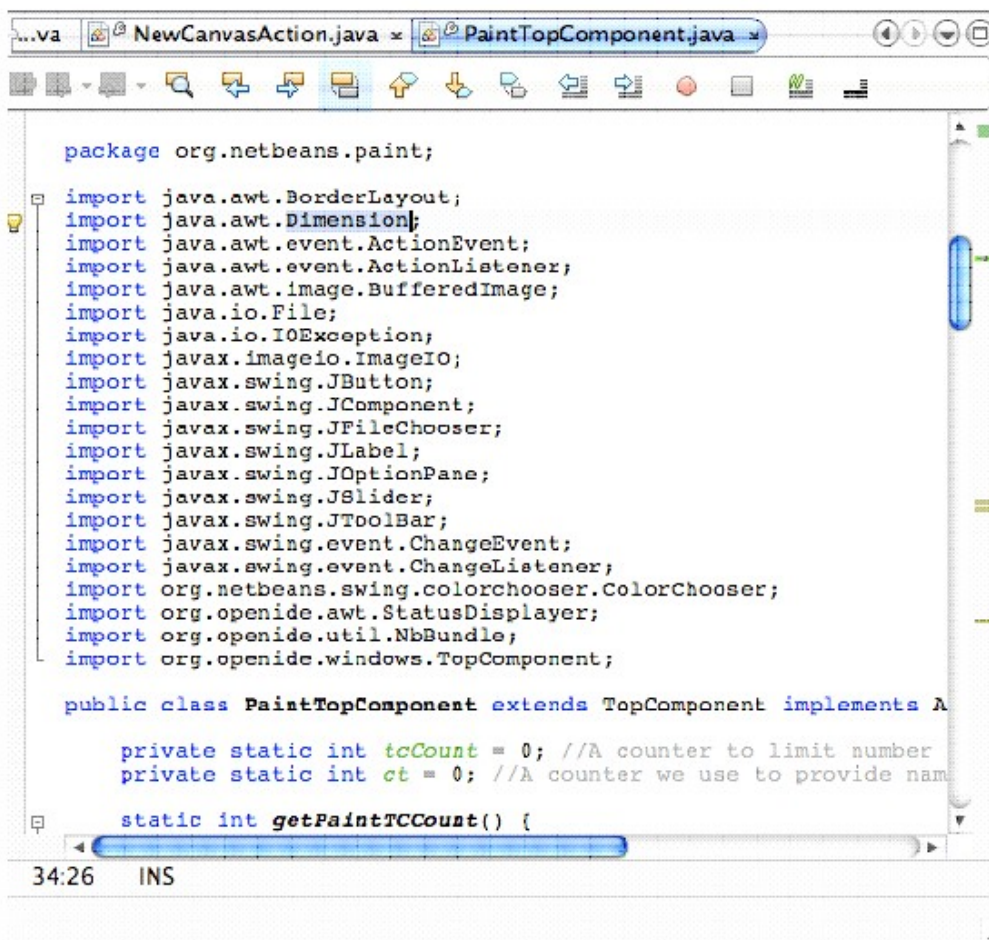
- A. A tooltip appears with the a description of the error.
- B. The error is displayed in the Output window of the IDE.
- C. A pop-up window displays options to Fix, Ignore or Delete the line of code.
- D. A tooltip appears and instructs you to right-click to display possible solutions.

Answer: A

Explanation:

QUESTION NO: 17

Given the code in the the Source Editor that is shown in this image:



```

package org.netbeans.paint;

import java.awt.BorderLayout;
import java.awt.Dimension;
import java.awt.event.ActionEvent;
import java.awt.event.ActionListener;
import java.awt.image.BufferedImage;
import java.io.File;
import java.io.IOException;
import javax.imageio.ImageIO;
import javax.swing.JButton;
import javax.swing.JComponent;
import javax.swing.JFileChooser;
import javax.swing.JLabel;
import javax.swing.JOptionPane;
import javax.swing.JSlider;
import javax.swing.JToolBar;
import javax.swing.event.ChangeEvent;
import javax.swing.event.ChangeListener;
import org.netbeans.swing.colorchooser.ColorChooser;
import org.openide.awt.StatusDisplayer;
import org.openide.util.NbBundle;
import org.openide.windows.TopComponent;

public class PaintTopComponent extends TopComponent implements A

    private static int tcCount = 0; //A counter to limit number
    private static int ct = 0; //A counter we use to provide nam

    static int getPaintTCCount() {
  
```

What do the light brown strips in the right margin represent?

- A. compilation errors in the file
- B. deprecation warnings in the file
- C. static variable declarations in the file
- D. occurrences of the highlighted class in the file

Answer: D

Explanation:

QUESTION NO: 18

You have a class called ReturningCustomer that extends the class Customer and contains a method called getOrders. You run the Pull Up refactoring command on the getOrders method. What does the Pull Up method do to your code?

- A. The IDE moves the getOrders method to a new class.
- B. The IDE moves the getOrders method to a new interface.
- C. The IDE moves the getOrders method from the ReturningCustomer class to the Customer class.
- D. The IDE creates a new superclass for ReturningCustomer and moves the getOrders method to that class.

Answer: C

Explanation:

QUESTION NO: 19

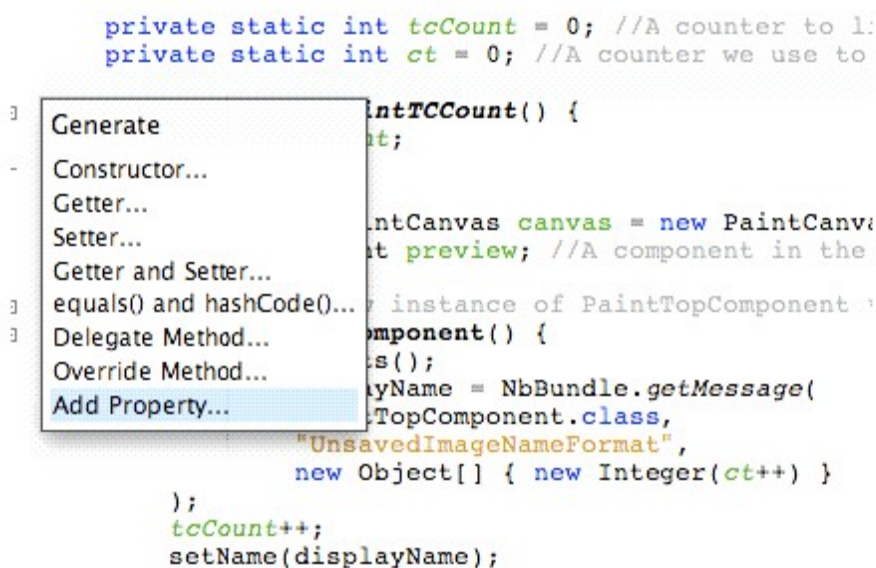
You have a Java source file open in the Source Editor. Using the Add Property command, shown in the given image, you add a property.

```

private static int tcCount = 0; //A counter to 1:
private static int ct = 0; //A counter we use to

intTCCount() {
    int
    intCanvas canvas = new PaintCanva
    int preview; //A component in the
    instance of PaintTopComponent
    component() {
        s();
        displayName = NbBundle.getMessage(
            TopComponent.class,
            "UnsavedImageNameFormat",
            new Object[] { new Integer(ct++) }
        );
        tcCount++;
        setName(displayName);

```



What two pieces of code can you generate with this command? (Choose two.)

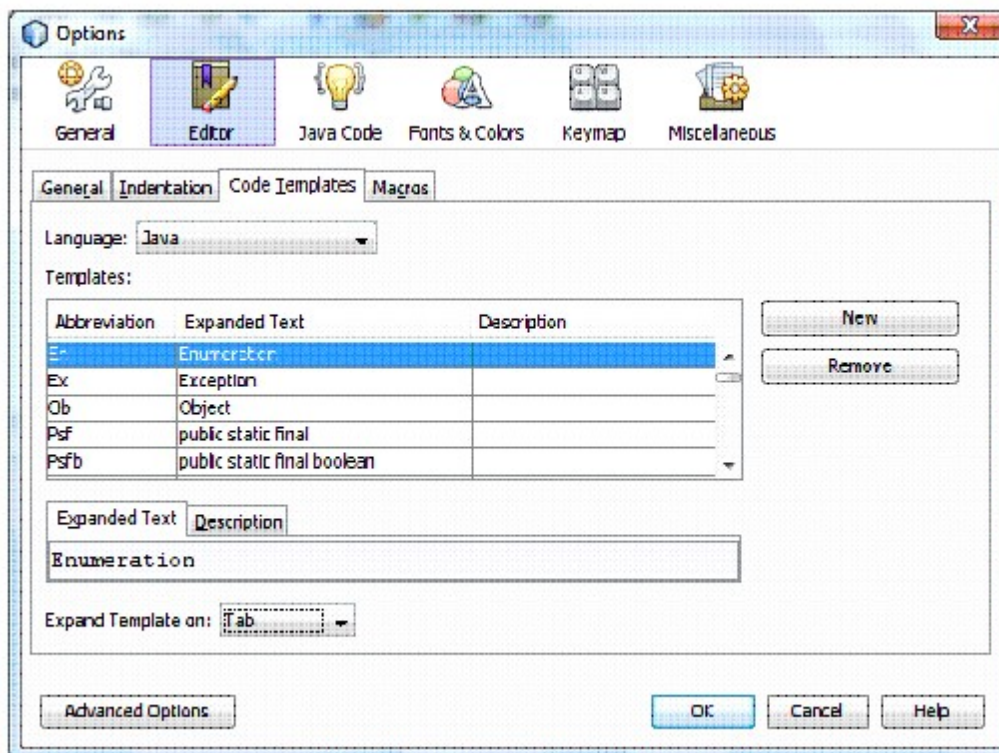
- A. initial value of the property.
- B. the superclass of the property
- C. property change support for the property.
- D. for loop in the setter method of an array property
- E. exception handling for the getter and setter method.

Answer: A,C

Explanation:

QUESTION NO: 20

Given this image: How do you use code templates?



- A. You can globally replace all instances of a word or block in your code by adding a New abbreviation to the table. You can expand the abbreviation globally by Removing it from the table.
- B. Instead of typing a full word or block in your code, you can type in an abbreviation from the table in this window and press Tab. The IDE then replaces your abbreviation with the expanded text.
- C. You can use abbreviations in your code such as Psf and the code will compile. Selecting an abbreviation in your code and pressing Tab replaces all instances of that abbreviation with the full expanded text.
- D. You can replace all instances of a word or block in your code with an abbreviation from this window, by selecting one instance and pressing Tab. You can later re-expand the abbreviation by selecting one instance and pressing Tab.