



Name of the Bundle	Advanced Bundle V2	Subject	Java Programming V2
Topic	Constructors	Last updated on	27 January 2026

1. What is the purpose of a constructor in Java?

- To return a value when an object is created.
- To initialize objects.
- To delete objects after they are used.
- To print the object state when it is created.

**Ans: b. To initialize objects.**

**Explanation:** A constructor in Java is used to initialize an object and set its initial values when it is created. It does not return any value.

2. When is a constructor called in Java?

- When a method is executed.
- When an object of a class is created.
- When the class is declared.
- When the program ends.

**Ans: b. When an object of a class is created.**

**Explanation:** A constructor is called automatically when an object of a class is instantiated.

3. How is a constructor called in Java?

- Explicitly by the user.
- Implicitly, when an object is created.
- By a static method.
- By the JVM after the program ends.

**Ans: b. Implicitly, when an object is created.**

**Explanation:** A constructor is called automatically when an object of a class is instantiated, without the need for the user to call it explicitly.



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4. Which of the following best describes a constructor in Java?

- a. A method that destroys objects.
- b. A method that initializes objects.
- c. A method that returns the object's value.
- d. A method that sets the object's state.

**Ans: b. A method that initializes objects.**

**Explanation:** A constructor sets up the object when it is created, giving it initial values.

5. Which statement is correct about constructors in Java?

- a. Constructors have a return type.
- b. Constructors have a different name than the class.
- c. Constructors have the same name as the class and no return type.
- d. Constructors cannot be empty.

**Ans: c. Constructors have the same name as the class and no return type.**

**Explanation:** A constructor is named exactly like the class and doesn't have a return type.

It sets up the object when it's created.

6. Which of the following best describes a default constructor in Java?

- a. Takes parameters to create an object
- b. Takes no parameters and is created automatically if none are defined
- c. Must be called manually
- d. Gives default values to an object

**Ans: b. Takes no parameters and is created automatically if none are defined**

**Explanation:** A default constructor is automatically created by Java if no other constructors are defined. It doesn't take any parameters.



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7. What is a no-argument constructor in Java?

- Takes one or more arguments
- Initializes an object without any arguments
- Must be manually defined
- Automatically generated by the compiler

**Ans: b. Initializes an object without any arguments**

**Explanation:** A no-argument constructor is a constructor that does not take any parameters. It is used to initialize objects without needing any input values.

8. What type of constructor accepts one or more arguments to initialize an object?

- Default constructor
- No-argument constructor
- Parameterized constructor
- Static constructor

**Ans: c. Parameterized constructor**

**Explanation:** A parameterized constructor accepts one or more arguments to initialize an object with specific values.

9. What happens if a class does not define any constructors?

- The compiler automatically provides a default constructor.
- The program will throw an error.
- The class cannot be used to create objects.
- The compiler will generate a parameterized constructor.

**Ans: a. The compiler automatically provides a default constructor.**

**Explanation:** If a class does not define any constructors, the compiler automatically provides a default constructor to create objects.



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10. What is the purpose of a default constructor in Java?

- a. To initialize an object with user-defined values.
- b. To initialize an object with default values.
- c. To provide a method to return the default state of an object.
- d. To prevent object creation unless arguments are passed.

**Ans: b. To initialize an object with default values.**

**Explanation:** A default constructor in Java initializes an object with default values when no specific values are provided by the user.

11. What is the default value of an int data type in Java?

- a. 0
- b. "" (Empty string)
- c. false
- d. null

**Ans: a. 0**

**Explanation:** The default value of an int data type in Java is 0.

12. What is the default value of a boolean data type in Java?

- a. null
- b. true
- c. false
- d. 0

**Ans: c. false**

**Explanation:** The default value of a boolean data type in Java is false.



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13. What is the default value of a long data type in Java?

- a. 0
- b. 0l
- c. null
- d. 0.5

**Ans: b. 0l**

**Explanation:** The default value of a long data type in Java is 0l, where l denotes it's a long value.

14. What is the default value of a byte data type in Java?

- a. null
- b. 0
- c. false
- d. 0.5

**Ans: b. 0**

**Explanation:** The default value of a byte data type in Java is 0.

15. What is the default value of a short data type in Java?

- a. 0
- b. 0l
- c. null
- d. false

**Ans: a. 0**

**Explanation:** The default value of a short data type in Java is 0.



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16. What is the default value of a float data type in Java?

- a. 0.0
- b. 0.0f
- c. null
- d. 0.0d

**Ans: b. 0.0f**

**Explanation:** The default value of a float data type in Java is 0.0f, where f denotes it as a float value.

17. What is the default value of a double data type in Java?

- a. 0.0
- b. 0.0f
- c. 0.0d
- d. null

**Ans: c. 0.0d**

**Explanation:** The default value of a double data type in Java is 0.0d, where d indicates it is a double.

18. What is the default value of a char data type in Java?

- a. '0'
- b. '\u0000'
- c. null
- d. 'a'

**Ans: b. '\u0000'**

**Explanation:** The default value of a char data type in Java is '\u0000', which represents the null character.



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19. What is the default value of a String or any object in Java?

- a. '\u0000'
- b. 0.0d
- c. null
- d. 0

**Ans: c. null**

**Explanation:** The default value of a String or any object in Java is null, which indicates that the object reference does not point to any memory location.

20. What is a parameterized constructor in Java?

- a. Constructor with no parameters
- b. Constructor with default values
- c. Constructor with parameters
- d. Constructor that is static

**Ans: c. Constructor with parameters**

**Explanation:** A parameterized constructor in Java is a constructor that accepts parameters to initialize an object with specific values.

21. How does a parameterized constructor differ from a default constructor?

- a. Parameterized returns value, default does not
- b. Parameterized takes arguments, default does not
- c. Default is static, parameterized is not
- d. Parameterized is for static methods

**Ans: b. Parameterized takes arguments, default does not**

**Explanation:** A parameterized constructor needs input values, while a default constructor doesn't.



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22. How many constructors can a class have in Java?

- a. Only one.
- b. Any number
- c. Only three.
- d. only one, but it must have parameters.

**Ans: b. Any number.**

**Explanation:** A class can have multiple constructors, each with different parameters, which is called constructor overloading.

23. How are constructors differentiated in a class?

- a. By their return type.
- b. By their access specifier.
- c. By their list of parameters.
- d. By their method name.

**Ans: c. By their list of parameters.**

**Explanation:** Constructors are differentiated by the number and type of parameters they accept, not by their return type or access specifier.

24. What is the purpose of having multiple constructors in a class?

- a. Create objects in different ways with different inputs
- b. Allow the class to be used more than once
- c. Handle errors when creating objects
- d. Make the class more complex

**Ans: a. Create objects in different ways with different inputs.**

**Explanation:** Multiple constructors let you create objects with different values or settings.



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25. Can a class have constructors with the same name?

- a. No, constructors must have unique names.
- b. Yes, constructors can have the same name if they have different parameters.
- c. Yes, but only one constructor can be used.
- d. No, constructors cannot be defined in a class.

**Ans: b. Yes, constructors can have the same name if they have different parameters.**

**Explanation:** Constructors share the same name as the class, but can differ in their parameters.

26. Which of the following describes how constructor overloading can be done?

- a. Only by changing the type of arguments.
- b. Only by changing the number of arguments.
- c. By changing the type, number, or order of arguments.
- d. Constructor overloading is not possible in Java.

**Ans: c. By changing the type, number, or order of arguments.**

**Explanation:** Constructors can be overloaded by changing the type, number, or order of the arguments.

27. Which of the following is a way to achieve constructor overloading in Java?

- a. Using different types of arguments.
- b. Using the same number and type of arguments in all constructors.
- c. Using only default constructors.
- d. Using the same order of arguments.

**Ans: a. Using different types of arguments.**

**Explanation:** Constructor overloading in Java is achieved by using different types, numbers, or orders of arguments in the constructors.



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28. Which of the following is true regarding copy constructors in Java?

- a. Java supports copy constructors.
- b. Java doesn't have a copy constructor, but you can copy manually.
- c. Java creates a copy constructor automatically.
- d. Java doesn't allow object copying.

**Ans: b. Java doesn't have a copy constructor, but you can copy manually.**

**Explanation:** Java doesn't have a built-in copy constructor, but you can create one yourself to copy objects.

29. Why is there no copy constructor in Java like in C++?

- a. Java does not allow object copying
- b. Java uses references instead of copying objects directly
- c. Java has a default copy constructor automatically
- d. Java objects cannot be passed to methods

**Ans: b. Java uses references instead of copying objects directly**

**Explanation:** Java does not have a built-in copy constructor like C++. Java handles objects via references, so a separate copy constructor is not needed. It uses the clone() method to create copies of objects.

30. What is the main reason for using constructor overloading?

- a. Make constructors simpler
- b. Allow multiple constructors with different parameters for flexibility
- c. Reduce the number of constructors
- d. Limit the number of objects

**Ans: b. Allow multiple constructors with different parameters for flexibility**

**Explanation:** Constructor overloading allows a class to have multiple constructors with different parameters, making object creation more flexible.



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31. \_\_\_\_\_ is invoked to create an object.

- a. A constructor
- b. The main method
- c. A method with a return type
- d. A method with the void return type

**Ans: a. A constructor**

**Explanation:** A constructor is invoked to create an object. It is a special method that is automatically called when an object of a class is created.

32. When an object is created, a special method called \_\_\_\_ is executed to perform initial talk.

- a. Function
- b. Constructor
- c. Class
- d. Method

**Ans: b. Constructor**

**Explanation:** When an object is created in Java, a special method called a Constructor is automatically called.

33. What is the role of a constructor in a Java class?

- a. To define static blocks of code
- b. To initialize an object during its creation
- c. To create a nested interface
- d. To invoke methods automatically

**Ans: b. To initialize an object during its creation**

**Explanation:** A constructor in Java is a special method used to initialize an object when it is created. It sets the initial values for the object's attributes.



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34. Which method in Java is typically used to initialize an object when it is created?

- a. Constructor
- b. Method
- c. Static method
- d. Finalizer

**Ans: a. Constructor**

**Explanation:** A constructor is automatically called when an object is created, and it is used to initialize the object with default or provided values.