

Unit I

Puzzle 1: What's the Output?

What will be the output of the following Java code?

```
public class Puzzle1 {  
    public static void main(String[] args) {  
        System.out.println(10 + 20 + "Java");  
        System.out.println("Java" + 10 + 20);  
    }  
}
```

- Options:** a) 30Java and Java30
b) Java30 and 30Java
c) 30Java and Java1020
d) Java1020 and 30Java
-

Puzzle 2: Compilation Error or Not?

Does the following Java program compile successfully?

```
public class Puzzle2 {  
    public static void main(String[] args) {  
        int x;  
        System.out.println(x);  
    }  
}
```

- Options:** a) Yes, prints garbage value
b) No, compilation error
c) Yes, prints 0
d) Yes, prints null
-

Puzzle 3: Final Variable Behavior

What will be the output of the following Java program?

```
class Puzzle3 {  
    public static void main(String[] args) {  
        final int x = 10;  
        x = 20;  
        System.out.println(x);  
    }  
}
```

- Options:** a) 10
b) 20
c) Compilation Error
d) Runtime Error
-

Puzzle 4: String Immutability

What will be the output of the following Java code?

```
public class Puzzle4 {  
    public static void main(String[] args) {  
        String s1 = "Hello";  
        s1.concat(" World");  
        System.out.println(s1);  
    }  
}
```

- Options:** a) Hello World
b) Hello
c) Compilation Error
d) Runtime Error
-

Puzzle 5: Loop Mystery

What will be the output of the following Java code?

```
public class Puzzle5 {  
    public static void main(String[] args) {  
        for (int i = 0; i < 5; i++) {  
            if (i == 3) {  
                continue;  
            }  
            System.out.print(i + " ");  
        }  
    }  
}
```

- Options:** a) 0 1 2 3 4
b) 0 1 2 4
c) 1 2 3 4
d) Compilation Error

Answers

Puzzle 1: What's the Output?

```
public class Puzzle1 {  
    public static void main(String[] args) {  
        System.out.println(10 + 20 + "Java");  
        System.out.println("Java" + 10 + 20);  
    }  
}
```

✓ **Answer: c) 30Java and Java1020**

Explanation:

- **First line:** $(10 + 20) + \text{"Java"} \rightarrow 30 + \text{"Java"} \rightarrow \text{"30Java"}$
- **Second line:** $\text{"Java"} + 10 + 20 \rightarrow \text{"Java10"} + 20 \rightarrow \text{"Java1020"}$

Output:

```
30Java  
Java1020
```

Puzzle 2: Compilation Error or Not?

```
public class Puzzle2 {  
    public static void main(String[] args) {  
        int x;  
        System.out.println(x);  
    }  
}
```

✓ **Answer: b) No, compilation error**

Explanation:

- The variable `x` is declared but **not initialized** before use.
- Java does **not** allow access to **uninitialized local variables**.

💡 **Fix:**

```
int x = 0; // Initialize x  
System.out.println(x);
```

Puzzle 3: Final Variable Behavior

```
class Puzzle3 {
    public static void main(String[] args) {
        final int x = 10;
        x = 20;
        System.out.println(x);
    }
}
```

✓ Answer: c) Compilation Error

Explanation:

- `final int x = 10;` means **x is a constant** and **cannot be reassigned**.
 - The line `x = 20;` causes a **compilation error** because you cannot change a `final` variable.
-

Puzzle 4: String Immutability

```
public class Puzzle4 {
    public static void main(String[] args) {
        String s1 = "Hello";
        s1.concat(" World");
        System.out.println(s1);
    }
}
```

✓ Answer: b) Hello

Explanation:

- `String` is **immutable** in Java.
- `s1.concat(" World")` **creates a new string but does not modify s1**.
- Since `s1` is not reassigned, it still holds "Hello".

💡 Fix:

```
s1 = s1.concat(" World"); // Now s1 refers to "Hello World"
System.out.println(s1);
```

Puzzle 5: Loop Mystery

```
public class Puzzle5 {
    public static void main(String[] args) {
        for (int i = 0; i < 5; i++) {
            if (i == 3) {
                continue;
            }
            System.out.print(i + " ");
        }
    }
}
```

```
    }  
  }  
}
```

✅ Answer: b) 0 1 2 4

Explanation:

- The loop runs from `i = 0` to `i < 5` (0 1 2 3 4).
- When `i == 3`, `continue`; **skips the rest of the loop body** and jumps to the next iteration (`i = 4`).

Output:

0 1 2 4
