



## PROGRAMMING IN JAVA

### Assignment 8

#### TYPE OF QUESTION: MCQ

Number of questions: 15

Total mark:  $15 \times 1 = 15$

#### **QUESTION 1:**

Which of the following statement is/ are true about the execution of an applet?

- a. The browser downloads the .class file from the machine hosting the .html file.
- b. Applet cannot read any data (e.g., file, keyboard, etc.) from the browser machine.
- c. If any image, audio and video files are to be played, it needs to be downloaded from the host machine prior to the execution of the applet code.
- d. If a browser cannot understand a tag in an HTML file, the browser will simply ignore that and continue the processing of the next tag in the HTML file.

**Correct Answer: d**

#### **Detailed Solution:**

Earlier versions of the browsers were supporting the execution of applet hosted in an html file. Now, almost all browsers ignore the APPLET tag in html. However, there are some browsers (e.g., Mozilla, Netscape) support the execution of applets subject to the availability of some plug-ins.

#### **QUESTION 2:**

Which of the following is a valid HTML file to run an applet program store in MyApplet.java file?

- a.  

```
<APPLET CODE = "MyApplet.class">
</APPLET>
```
- b.  

```
<APPLET CODE="MyApplet.java"  WIDTH=250 HEIGHT=200>
```
- c.  

```
<applet code="MyApplet.class"  width=250 height=200>
</applet>
```
- d.  

```
<applet code="MyApplet"  height ="250" width ="200">
</applet>
```



**Correct Answer: c, d**

**Detailed Solution:**

The Applet tag should include .class file with height and width parameters. They are not necessarily in a fixed order or to be mentioned within double codes “ “. Option (b) is not correct as the matching of applet tag </applet> is missing.

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**QUESTION 3:**

Which of the following is NOT necessarily TRUE for an html file?

- a. An html file is a case sensitive.
- b. The name of an html file hosting a class file not necessarily be the same as the name of the .class file.
- c. The extension of an html file may be .html or .htm
- d. An applet can read its input from an html file.

**Correct Answer: a**

**Detailed Solution:**

An html file is NOT case sensitive.

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**QUESTION 4:**

What invokes immediately after the start() method?

- a. stop()
- b. init()
- c. paint()
- d. destroy()

**Correct Answer: c**

**Detailed Solution:**

There are five important methods in applet programming: init(), start(), paint(), stop() and destroy(). The executions of these methods are in the aforementioned stated order only.

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**QUESTION 5:**

Which method is called only once during the run time of an applet?

- a. stop()
- b. paint()
- c. init()
- d. destroy()

**Correct Answer: c**

**Detailed Solution:**

init() is used to initialize an applet. Hence, it is called only once.

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**QUESTION 6:**

Which is the container that doesn't contain title bar, but it can have other components like button, textfield, etc.?

- a. Window
- b. Frame
- c. Panel
- d. Container

**Correct Answer: c**

**Detailed Solution:**

Panel is a component unlike Frame, that does not have any title bar; otherwise, both are same.

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**QUESTION 7:**

The class at the top of the AWT hierarchy is

- a. Component
- b. Window
- c. Container
- d. Frame

**Correct Answer: c**

**Detailed Solution:**

Others are the sub classes of the Container class.



**QUESTION 8:**

Which package provides many event classes and Listener interfaces for event handling?

- a. java.awt
- b. java.lang
- c. java.io
- d. java.util

**Correct Answer: a**

**Detailed Solution:**

The class Event is declared in java.awt package which is used for event classes and Listener interfaces for event handling.

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**QUESTION 9:**

Give the abbreviation of AWT?

- a. Applet Window Toolkit
- b. Abstract Window Toolkit
- c. Absolute Window Toolkit
- d. None of the above

**Correct Answer: b**

**Detailed Solution:**

Such a package is called “abstract”, as it gives classes to define many elements required for window (i.e., GUI) programming.

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**QUESTION 10:**

Name the class which is used to represent a GUI application window, and is optionally resizable and can have a title bar, an icon. Select the correct answer in the following.

- a. Window
- b. Panel
- c. Dialog
- d. Frame



**Correct Answer: c**

**Detailed Solution:**

The component Dialogue is resizable and can have a title bar, and an icon.

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**QUESTION 11:**

Which class can be used to represent a checkbox with a textual label that can appear in a menu.  
Select the one correct answer.

- a. MenuBar
- b. MenuItem
- c. CheckboxMenuItem
- d. Menu

**Correct Answer: c**

**Detailed Solution:**

The component CheckboxMenuItem is with a textual label that can appear in a menu.

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**QUESTION 12:**

Which is/are used to create a Frame?

- 1. By creating the object of Frame class (association)
  - 2. By extending Frame class (inheritance)
- a. Only 1
  - b. Only 2
  - c. Both
  - d. None

**Correct Answer: c**

**Detailed Solution:**

A Frame object can be created using the Frame class itself as well as extending the Frame class..

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**QUESTION 13:**

Which of the following methods can be used to change the size of a `java.awt.Component` object?

- (A) `dimension()`
- (B) `setSize()`
- (C) `area()`
- (D) `size()`
- (E) `resize()`

- a. (A), (B), (C) & (E)
- b. (D) & (E)
- c. (A), (B) & (E)
- d. (B) & (E)

**Correct Answer: d**

**Detailed Solution:**

The two methods, namely `setSize()` and `resize()` can be used to change the size of a component.

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**QUESTION 14:**

Which of the following sets the frame, say frame to 300 pixels wide by 200 high?

- a. `fram.setSize( 300, 200 );`
- b. `fram.setSize( 200, 300 );`
- c. `fram.paint( 300, 200 );`
- d. `fram.setVisible( 300, 200 );`

**Correct Answer: a**

**Detailed Solution:**

The `setSize()` method is used to do the job.

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**QUESTION 15:**

Fill in the blanks so that this program displays a Frame:



```
import java.awt.*;  
  
public class microGUI  
{  
    public static void main ( String[] args )  
    {  
        Frame frm = new _____ ( );  
        frm._____ ( 150, 100 );  
        frm._____ ( true );  
    }  
}
```

- a. Form, setVisible, setOn
- b. Frame, setSize, setVisible
- c. Frame, setVisible, setSize
- d. Window, setSize, paint

**Correct Answer: b**

**Detailed Solution:**

Here, we create frm as the Frame object, and then set its size and make its visibility is enabled.

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\*\*\*\*\*END\*\*\*\*\*