

## **TME 4 OBJECTIVE QUESTIONS**

### **Unit 8 Section 2 Learning Objective 2**

3. What is the purpose of paintComponent()?

Whenever a JPanel object needs to be painted or repaint paintComponent() can be called to. It can be passed a Graphics object from swing and then used to draw or paint on objects.

### **Unit 9 Section 1 Learning Objective 2**

5. What is the effect of calling yield()?

A call to yield() sends a signal that indicates that threads of the same priority may now be run. Note that this is only a hint to the task scheduler and may be ignored.