



Test Results

surname	name	user	points
ialam	Md.Idris Alam	1138671	34.500 (82%)

test: R-18 Advanced Java-1 Java mock test 1

start time: 2013-09-21 03:19:35 end time: 2013-09-21 04:02:16 time: 00:42:41 test time [min]: 50 basic points: 1.000 points for wrong answer: 0.000 points for no answer: 0.000 max score: 42.000 correct: 34 (81%)	R-18 Advanced Java-1 Java mock test 1
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#	points	IP	start [hh:mm:ss]	end [hh:mm:ss]	time [mm:ss]	reaction [sec]
1 S	1.000	281473913979143	03:23:39	03:23:44	00:05	4.713
		What is it called when a program is written to respond to the button clicks, menu selections, and other actions of the user in whatever order the user does them?				
	1	Mouse-driven programming				
	+	2	Event-driven programming.			
		3	User-driven programming.			
		4	Action-driven programming.			
2 S	1.000	281473913979143	03:24:04	03:24:09	00:05	4.608
		The fundamental classes for GUI programming are contained in the:				
	1	Graphics Event Toolkit				
	2	GUI toolkit				
	+	3	Abstract Windowing Toolkit			
		4	Java Enhancement Toolkit			
3 S	1.000	281473913979143	03:22:16	03:22:22	00:06	5.071
		The three software parts of a GUI program are:				
	1	Frames, Code, Events				
	2	GUI Components, Graphics, Code				
	+	3	GUI Components, Event Listeners, Application Code			
		4	Windows, Buttons, Mice			
4 S	1.000	281473913979143	03:22:01	03:51:26	29:25	3.839
		What is the one component that nearly all GUI programs will have?				
	1	Button				
	2	Monitor				
	+	3	Window			
		4	Mouse			
5 S	1.000	281473913979143	03:26:13	03:26:20	00:07	6.507
		What is a container object in GUI programming?				
	+	1	A container is a GUI component that has other GUI components placed inside of it.			
		2	A container is a primitive variable that contains the actual data.			
		3	A container is any class that is made up of other classes.			
		4	A container is another name for an array or vector.			
6 S	1.000	281473913979143	03:26:07	03:26:13	00:06	6.204
		When the user clicks on a button, what is generated?				
	1	A Button object.				
	2	A Container				
	3	A Listener.				
	+	4	An Event.			
7 S	1.000	281473913979143	03:22:50	03:40:11	17:21	15.109
		What is the name for a method that responds to events?				
	+	1	A listener method.			
		2	A container method.			
		3	A snoop method.			
		4	An application method.			





8 S	1.000	281473913979143	03:24:25	03:41:40	17:15	48.199
What is the parent class of the AWT Component class?						
	1	GUI				
	2	AWT				
	3	Container				
+	4	Object				
9 S	1.000	281473913979143	03:21:01	03:21:08	00:07	6.978
What is the base class of all Swing classes?						
	1	Swing				
	2	Component				
	3	Object				
+	4	JComponent				
10 S	1.000	281473913979143	03:23:53	03:23:57	00:04	4.114
What letter do many Swing class names start with?						
	1	B				
+	2	J				
	3	S				
	4	A				
11 S	1.000	281473913979143	03:27:06	03:27:31	00:25	25.306
In Java, what do you call an area on the screen that has nice borders and various buttons along the top border?						
	1	A window.				
	2	A screen.				
+	3	A frame.				
	4	A box.				
12 S	1.000	281473913979143	03:27:31	03:27:45	00:14	13.411
What is the name of the Swing class that is used for frames?						
	1	SwingFrame				
	2	Window				
	3	Frame				
+	4	JFrame				
13 S	1.000	281473913979143	03:20:04	03:20:14	00:10	9.591
What method sets the size of the displayed JFrame?						
	1	setSize(int height, int width)				
+	2	setSize(int width, int height)				
	3	setVisible(int height, int width)				
	4	setVisible(int width, int height)				
14 S	1.000	281473913979143	03:23:15	03:23:19	00:04	3.615
The size of a frame on the screen is measured in:						
	1	nits				
	2	inches				
	3	dots				
+	4	pixels				
15 S	1.000	281473913979143	03:19:58	03:20:04	00:06	6.149
What is a container object in GUI programming?						
	1	A container is a primitive variable that contains the actual data.				
+	2	A container is an object like a frame that has other GUI components placed inside of it.				
	3	A container is any class that is made up of other classes.				
	4	A container is another name for an array or vector.				
16 S	1.000	281473913979143	03:23:57	03:24:04	00:07	6.64
Fill in the blanks so that this program displays a JFrame:						
<pre>import java.awt.*; public class microGUI { public static void main (String[] args) { JFrame frm = new _____(); frm._____ (150, 100); frm._____ (true); } }</pre>						
	1	Frame, setVisible, setSize				
	2	Window, setSize, paint				





	+	3	JFrame, setSize, setVisible
		4	Form, setVisible, setOn

17 S	1.000	281473913979143	03:22:22	03:22:27	00:05	4.562
Fill in the blanks so that the following draws a frame containing "Hello".						
import java.awt.*;						
class helloFrame _____ JFrame						
{						
public void _____ (Graphics g)						
{						
g. _____ ("Hello", 10, 50);						
}						
}						
public class Tester						
{						
public static void main (String[] args)						
{						
helloFrame frm = new helloFrame();						
frm.setSize(150, 100);						
frm.setVisible(true);						
}						
}						
	1	import, drawString, paint				
+	2	extends, paint, drawString				
	3	extends, draw, paint				
	4	include, drawString, paint				

18 S	1.000	281473913979143	03:25:34	03:47:27	21:53	13.489
When is the paint() method of a frame object called?						
	1	The user calls it to display the frame.				
	2	The main() method calls it once when the program starts.				
+	3	The Java system calls it every time it decides to display the frame.				
	4	The Java system calls it once when the program starts.				

19 S	1.000	281473913979143	03:26:44	03:26:50	00:06	5.155
What is a Graphics object?						
	1	The Graphics object represents the whole Frame.				
	2	The Graphics object represents the graphics board.				
+	3	The Graphics object represents the part of the Frame that you can draw on.				
	4	The Graphics object represents the entire monitor.				

20 S	1.000	281473913979143	03:21:52	03:32:15	10:23	8.538
What method (of a frame) returns a reference to its content pane?						
	1	contentPane()				
+	2	getContentPane()				
	3	getPane()				
	4	framePane()				

21 S	1.000	281473913979143	03:19:35	03:19:45	00:10	9.489
What type of object determines where GUI components go in the content pane?						
	1	The frame hanger.				
	2	The layer organizer.				
	3	The layabout programmer.				
+	4	The layout manager.				

22 S	1.000	281473913979143	03:24:40	03:24:50	00:10	10.305
What interface must a button listener implement?						
	1	DeviceListener				
	2	ButtonListener				
+	3	ActionListener				
	4	ClickListener				

23 S	1.000	281473913979143	03:20:35	03:30:52	10:17	17.986
What method must a button listener implement?						
	1	actionMethod()				
	2	buttonAction()				
+	3	actionPerformed()				
	4	eventAction()				

24 S	0.000	281473913979143	03:26:20	03:26:28	00:08	7.376
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			What method of a frame's content pane is used to set the layout manager?			
		1	addLayout			
		2	setManager()			
	-	3	setLayoutManager()			
		4	setLayout()			
25 S	1.000	281473913979143	03:24:50	03:52:54	28:04	16.945
			What method extracts the command string from an event object?			
	+	1	getActionCommand()			
		2	getCommand()			
		3	getButtonText()			
		4	getCommandString()			
26 S	1.000	281473913979143	03:26:50	03:53:24	26:34	12.643
			How should a command string be compared with a literal string?			
		1	equalsIgnoreCase()			
	+	2	equals()			
		3	==			
		4	=			
27 S	0.000	281473913979143	03:22:37	03:55:43	33:06	9.872
			From what immediate base class is JTextField derived?			
		1	JField			
	-	2	JComponent			
		3	JText			
		4	JTextComponent			
28 S	1.000	281473913979143	03:19:45	04:02:16	42:31	154.345
			What goes in the blanks so that a text field of 20 characters is put into the frame?			
			<pre>public TextExample() { text = new JTextField(____); getContentPane()._____(new FlowLayout()); getContentPane().add(____) }</pre>			
		1	20, put, frame			
		2	text, setLayout, 20			
	+	3	20, setLayout, text			
		4	20, set, text			
29 S	1.000	281473913979143	03:23:03	03:23:15	00:12	11.947
			How does FlowLayout() put components into the content frame?			
		1	Starts at the center, then spirals outward.			
	+	2	Starts at the top, then left to right in each row.			
		3	Starts at the bottom, then right to left in each row.			
		4	Puts the first component in the center, then squeezes the rest in around it.			
30 S	1.000	281473913979143	03:21:31	03:21:44	00:13	12.941
			What method is used to read the text from a JTextField?			
		1	getString()			
		2	readText()			
		3	putText()			
	+	4	getText()			
31 S	1.000	281473913979143	03:25:00	03:25:23	00:23	22.436
			How can the user be prevented from entering text into a text field?			
		1	By using setEditable(true)			
		2	By using setNotEditable()			
	+	3	By using setEditable(false)			
		4	By using setVisible(false)			
32 S	0.000	281473913979143	03:23:19	03:56:06	32:47	17.18
			What method changes the color of a content pane?			
	-	1	setBackgroundColor()			
		2	setBackground()			
		3	setForegroundColor()			
		4	setColor()			
33 S	1.000	281473913979143	03:25:23	03:25:34	00:11	10.754
			How is a GUI component (such as a button) placed into a JFrame?			
		1	getContentPane().put(Component c)			





+	2	getContentPane().add(Component c)
	3	insert(Component c)
	4	draw(Component c)

34 S	1.000	281473913979143	03:22:27	03:39:31	17:04	101.037
What will be displayed when you attempt to compile and run the following code						
<pre>//Code start import java.awt.*; public class Butt extends Frame{ public static void main(String argv[]){ Butt MyBut=new Butt(); } Butt(){ Button HelloBut=new Button("Hello"); Button ByeBut=new Button("Bye"); add(HelloBut); add(ByeBut); setSize(300,300); setVisible(true); } } //Code end</pre>						
+	1	One button occupying the entire frame saying Bye				
	2	One button occupying the entire frame saying Hello				
	3	Two buttons at the top of the frame one saying Hello the other saying Bye				
	4	Two buttons side by side occupying all of the frame, Hello on the left and Bye on the right				

35 S	1.000	281473913979143	03:21:08	03:21:31	00:23	22.621
Given the following code						
<pre>import java.awt.*; public class SetF extends Frame{ public static void main(String argv[]){ SetF s=new SetF(); s.setSize(300,200); s.setVisible(true); } }</pre>						
How could you set the frame surface color to pink						
+	1	s.setBackground(Color.pink);				
	2	s.Background(pink);				
	3	s.color=Color.pink				
	4	s.setColor(PINK);				

36 S	0.000	281473913979143	03:23:44	03:54:16	30:32	32.16
You have created a simple Frame and overridden the paint method as follows						
<pre>public void paint(Graphics g){ g.drawString("Dolly",50,10); }</pre>						
What will be the result when you attempt to compile and run the program?						
	1	The string "Dolly" will be shown at the bottom of the frame.				
	2	The lower part of the word Dolly will be seen at the top of the frame, with the top hidden.				
-	3	An error at compilation complaining at the signature of the paint method				
	4	The string "Dolly" will be displayed at the centre of the frame				

37 S	0.000	281473913979143	03:26:28	03:50:18	23:50	35.333
You are using the GridBagLayout manager to place a series of buttons on a Frame. You want to make the size of one of the buttons bigger than the text it contains. Which of the following will allow you to do that?						
	1	The setFill method of the GridBagConstraints class				
	2	The setFill method of the GridBagLayout class				
-	3	The GridBagLayout manager does not allow you to do this				
	4	The fill field of the GridBagConstraints class				

38 S	0.000	281473913979143	03:25:45	03:49:34	23:49	126.99
How do you indicate where a component will be positioned using Flowlayout?						
	1	Do nothing, the FlowLayout will position the component				
	2	Assign a row/column grid reference				





-	3	North, South,East,West
	4	Pass a X/Y percentage parameter to the add method

39 S	1.000	281473913979143	03:20:50	03:35:58	15:08	13.285
What most closely matches the appearance when this code runs?						
<pre>import java.awt.*; public class CompLay extends Frame{ public static void main(String argv[]){ CompLay cl = new CompLay(); } CompLay(){ Panel p = new Panel(); p.setBackground(Color.pink); p.add(new Button("One")); p.add(new Button("Two")); p.add(new Button("Three")); add("South",p); setLayout(new FlowLayout()); setSize(300,300); setVisible(true); } }</pre>						
+	1	The buttons will run from left to right along the top of the frame				
	2	Only button three will show occupying all of the frame				
	3	The buttons will run from left to right along the bottom of the Frame				
	4	The buttons will not be displayed				

40 S	1.000	281473913979143	03:20:14	03:43:59	23:45	121.081
What will happen when you attempt to compile and run this code						
<pre>//Demonstration of event handling import java.awt.*; import java.awt.event.*; public class MyWc extends Frame implements WindowListener{ public static void main(String argv[]){ MyWc mwc = new MyWc(); } public void windowClosing(WindowEvent we){ System.exit(0); } //End of windowClosing public void MyWc(){ setSize(300,300); setVisible(true); } } //End of class</pre>						
	1	Compilation but no output at run time				
	2	Error at compile time because of comment before import statements				
	3	Visible Frame created that that can be closed				
+	4	Error at compile time				

41 S	0.000	281473913979143	03:24:09	03:40:52	16:43	14.111
Which of the following statements are true?						
	1	The collection interface contains a method called enumerator				
	2	The Set interface is designed for unique elements				
-	3	At the root of the collection hierarchy is a class called Collection				
	4	The iterator method returns an instance of the Vector class				

42 M	0.500	281473913979143	03:21:44	03:51:17	29:33	24.774
Which of the following are correct event handling methods						
+	1	componentAdded(ContainerEvent e){}				
-	2	MousePressed(MouseClick e){}				
+	3	mousePressed(MouseEvent e){}				
-	4	functionKey(KeyPress k){}				





topics			
points	correct	module	
	points	correct	topic
34.5 / 42 (82%)	34 / 42 (81%)	Advanced Java	
	10 / 10 (100%)	10 / 10 (100%)	Basic GUI 4-1
	10 / 10 (100%)	10 / 10 (100%)	Swing Frames 4-1
	6 / 7 (86%)	6 / 7 (86%)	Buttons and Action Events 4-1
	4 / 6 (67%)	4 / 6 (67%)	JLabels and JTextFields 4-1
	4 / 8 (50%)	4 / 8 (50%)	Swing 4-1
	0.5 / 1 (50%)	0 / 1 (0%)	Swing 4-2

