 e-Exam Manage Questions for **Advanced Java Programming (17625)** for topic **2** Go Back to Subjects

Q No	Question	Topic	Fig ure	Q Type	Mar ks	Answer
1	---------------------Is super class of all the events	2	N	R	1	EventObject
2	1. Which of these packages contains all the classes and methods required for even handling in Java?	2	N	R	1	java.awt.event
3	2. Which of these events is generated when the a window is closed?	2	N	R	1	WindowEvent
4	3 _____method are used to register a keyboard event listener	2	N	R	1	addKeyListener()
5	3. Which of these methods can be used to know the degree of adjustment made by the user?	2	N	R	1	getValue()
6	A MenuItem object can generate _____ events.	2	N	R	1	ActionEvent
7	A source generates an event and sends it to _____ listeners that can handle the event	2	N	R	1	One or more
8	A _____ is an object that is notified when an event occurs	2	N	R	1	Listener
9	A _____ is generated when a component is added to or removed from a container.	2	N	R	1	ContainerEvent
10	ActionEvent Class is used for Which Controll ?	2	N	R	1	Button , List ,MenuItem
11	Adapter class belongs to the package	2	N	R	1	java.awt.event
12	Adapter Class provides_____	2	N	R	1	Empty implementation of all methods of a listener
13	An event is generated when the internal state of the event source is _____.	2	N	R	1	Changed
14	An object that would like to be notified of and respond to an event is	2	N	R	1	EventListener
15	At the root of the Java event class hierarchy is _____which is the superclass for all events.	2	N	R	1	EventObject
16	Change in the state of an object is known as _____	2	N	R	1	Event
17	CheckBox implements following Listener Interface	2	N	R	1	ItemListener
18	ComponenetEvent is the superclass of _____.	2	N	R	1	All of the above
19	Event class is defined in which of these libraries?	2	N	R	1	java.awt.event
20	Event Listeners are_____	2	N	R	1	Interfaces
21	EventObject class present in_____package.	2	N	R	1	java.util
22	EventObject contains two important methods:_____ and_____	2	N	R	1	getSource() and toString()
23	Events are supported by the _____	2	N	R	1	java.awt.event
24	Focus events are fired whenever a component _____the focus	2	N	R	1	gains or loses
25	FocusEvent is subclass of which of these calsses ?	2	N	R	1	ComponenEvent
26	Generated when a window is activated, de-activated, closed, de-activated,de-iconified, iconified, opened or quit	2	N	R	1	WindowEvent

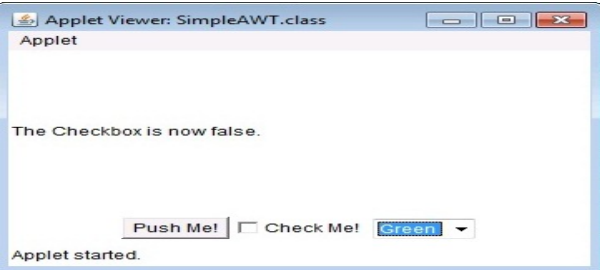| 27 | getID() method is provided by _____ class. | 2 | N | R | 1 | AWTEvent |
28	getKeyChar( ) and getkeyCode( ) methods belongs to which event class?	2	N	R	1	KeyEvent
29	getSource() is method of which class	2	N	R	1	EventObject
30	How many types of component events are in Java?	2	N	R	1	4
31	How to obtain the command name for invoking ActionEvent?	2	N	R	1	Using getActionCommand( ) method.
32	How to remove the event listener?	2	N	R	1	Using removeTypeListener( ) method.
33	If a class extends the ActionListener interface, it must contain a method called. _____.	2	N	R	1	actionPerformed()
34	If scroll bar is manipulated………….. event will be notified.	2	N	R	1	AdjustmentEvent
35	If we close an applet's window _____ event will be generated.	2	N	R	1	WindowEvent
36	If _____is manipulated AdjustmentEvent event will be notified .	2	N	R	1	ScrollBar
37	In EventObject, which method is used to determine the type of event?	2	N	R	1	getSource()
38	In java an event is an _____ which specifies the change of state in the source.	2	N	R	1	Object
39	In Java, events are all the activities that occur between	2	N	R	1	A and B
40	In which package class AWTEvent defined	2	N	R	1	java.awt package;
41	In which package the methods for receiving and processing events are defined	2	N	R	1	java.awt.event
42	In which places can put the event handling code	2	N	R	1	All mentioned above
43	Interface used to handle menu events is	2	N	R	1	ActionListner
44	ItemListener event defines this method…	2	N	R	1	itemStateChanged()
45	KeyEvent is a subclass of _____	2	N	R	1	InputEvent
46	KeyListener interface has got _____methods	2	N	R	1	3
47	mouseDragged() method present in which listener	2	N	R	1	MouseMotionListener
48	MouseEvent is subclass of which of these classes?	2	N	R	1	InputEvent
49	Name the event that gets generated when a button is clicked.	2	N	R	1	ActionEvent
50	Name the method defined in EventObject class that returns the Object generated from the event.select the one correct answer.	2	N	R	1	getSource()
51	On which awt component event listener can not be aplied	2	N	R	1	Label
52	public void mouseMoved(MouseEvent me) is method of _____	2	N	R	1	MouseMotionListener
53	Scrollbar control generates …………………………. Event.	2	N	R	1	AdjustmentEvent
54	Select the proper constructor of EventObject class	2	N	R	1	EventObject(Object src)
55	Some of the event listener interfaces are_____	2	N	R	1	All of these
56	Source object can register only one listener	2	N	R	1	False
57	Text changed ( ) method is used for_____.	2	N	R	1	when there is changes in text occurs
58	TextEvent defines the following integer constatnt:	2	N	R	1	TEXT_VALUE_CHANGED
59	TextField generates which events	2	N	R	1	ActionEvent,TextEvent
60	The constructor which the Text Event class defines.	2	N	R	1	TextEvent(Object source, int event_type)
61	The default layout of the contentPane of a JApplet is _____.	2	N	R	1	BorderLayout

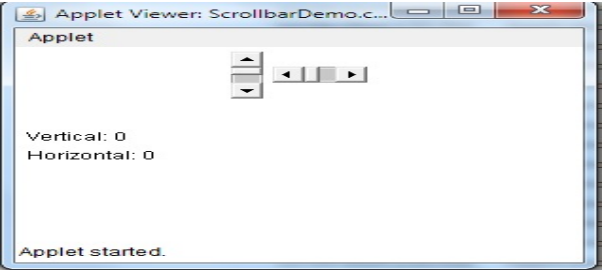| 62	The delegation Event model is based on the concept of	2	N	R	1	Both A and B
63	The delegation model is used as a standard for	2	N	R	1	Event Listeneing
64	The Following are event classes	2	N	R	1	Action Event,FocusEvent ,Container Event
65	The Following are method of mouse event class	2	N	R	1	getClickCount ( )
66	The following method is an abstract method of TextListener interface.	2	N	R	1	textChanged(TextEvent obj)
67	The following method must be overriden in order to handle KeyEvent.	2	N	R	1	All of the mentioned
68	The method in the ActionEvent _____ returns the action command of the button	2	N	R	1	getActionCommand()
69	The method that is used for registering keyboard event is knows as _____.	2	N	R	1	addKeyListener ()
70	The MouseEvent class does not defines the _____integer constant.	2	N	R	1	MOUSE_WHEELMOVE
71	The MouseListener interface is used to make mouse handling	2	N	R	1	True
72	The MouseListener's _____ method is called after mouse button is released	2	N	R	1	public void mouseClicked(MouseEvent e)
73	The MouseMotionListener Interface has _____ method.	2	N	R	1	void mouseDragged(MouseEvent me)
74	The signature for the registration method for an ActionEvent should be	2	N	R	1	public void addActionListener(ActionListener l)
75	The superclass of ContainerEvent, FocusEvent and WindowEvent is _____ .	2	N	R	1	ComponentEvent
76	The _____ interface is used to handle button events:	2	N	R	1	ActionListener
77	The _____ interface handles list events:	2	N	R	1	ItemListener,ActionListener
78	The _____interface handles choice events.	2	N	R	1	ItemListener
79	Till now two models have been introduced in java for:	2	N	R	1	Receiving and processing events
80	To write event driven programs using AWT or Swings, Use?	2	N	R	1	Option A and B
81	What is a listener in context to event handling?	2	N	R	1	A listener is a object that is notified when an event occurs.
82	What is a listener in the context to event handling?	2	N	R	1	A listener is an object that notified when event had occurred.
83	What is an event in Delegation Event model ?	2	N	R	1	An event is an object that describes a state change in a source.
84	What is event handling?	2	N	R	1	Controling Event
85	What is use of MouseMotion Listener Interface?	2	N	R	1	mouseDragged()
86	What kind of event is fired when the user selects an item from a menu?	2	N	R	1	an ActionEvent
87	When a component obtains keyboard focus, which method is invoked?	2	N	R	1	void focusGained(FocusEvent fe)
88	When component is added or a removed from container,............... generated?	2	N	R	1	ContainerEvent
89	When key is pressed which event is occurred	2	N	R	1	Both A and B
90	When list item is double clicked, which event is generated?	2	N	R	1	ActionEvent
91	When the size of component is changed ,---------------------- event is generated	2	N	R	1	ComponentEvent
92	When two or more objects are added as listeners for the same event, which listener is first invoked to handle the event?	2	N	R	1	There is no way to determine which listener will be invoked first.
93	when we need to use check boxes or item from the list or use a checkable menu,an _____is generated.	2	N	R	1	ItemEvent
94	Which of the following are true	2	N	R	1	The event - inheritance model is more efficient than the event - delegation model.
95	Which among the following is not an AWT Event	2	N	R	1	AdjustEvent
96	Which among the following is true for Adaptor Classes?	2	N	R	1	Adaptor classes reduce Complexity of event Listener.

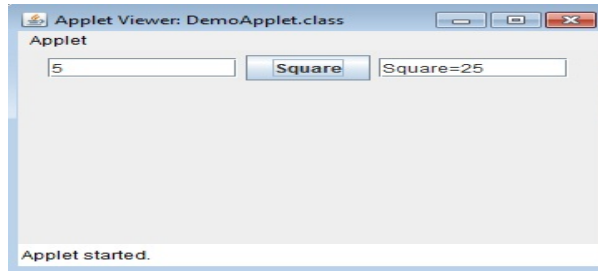| 97	Which are various methods of WindowListener interface from following?	2	N	R	1	All above
98	Which are WindowEvent class defines integer constants ?	2	N	R	1	All The Above
99	Which class is at the root in Java event class hierarchy?	2	N	R	1	EventObject
100	Which class is used for this Processing Method processActionEvent( )?	2	N	R	1	Button,List,MenuItem
101	Which event is generated by List	2	N	R	1	Both A and B
102	Which Event is generated by Scrollbar class?	2	N	R	1	AdjustmentEvent
103	Which is a method of the MouseMotionListener Interface?	2	N	R	1	public void mouseDragged(MouseEvent)
104	Which is not the correct listener	2	N	R	1	TextAreaListener
105	Which is the interface of MouseEvent class ?	2	N	R	1	MouseListener
106	Which Listener handles all List related Events	2	N	R	1	ItemListener
107	Which method does display the message whenever there is an item selection or deselection of the CheckboxMenuItem menu?	2	N	R	1	itemStateChanged method.
108	Which method is applicable if alphanumeric key is pressed.	2	N	R	1	keyTyped
109	Which method is defined when action event is occurs?	2	N	R	1	actionPerformed()
110	Which Method Is used to register a mouse Motion Listner	2	N	R	1	addMouseMotionListener()
111	Which method used for return for mouse co-ordinate ?	2	N	R	1	getX () ,getY()
112	Which methods are defined by ComponentListener	2	N	R	1	void componentHidden(ComponentEvent obj)
113	Which of the following are correct event handling methods	2	N	R	1	mousePressed(MouseEvent e){ }
114	Which of the following are true?	2	N	R	1	Both A and B
115	Which of the following componant generate ActionEvent?	2	N	R	1	none
116	Which of the following component can generate ItemEvent?	2	N	R	1	CheckBoxMenuItem
117	Which of the following is not event class is Java?	2	N	R	1	ClickEvent
118	Which of the following is the highest class in the event delegation class hierarchy?	2	N	R	1	java.util.EventObject
119	Which of the following is the legal adapter classes in java.	2	N	R	1	MouseAdapter
120	Which of the following Listeners have their Adapter class	2	N	R	1	WindowListener
121	Which of the following method is used to register a listener to a button ?	2	N	R	1	addActionListener(ActionListener obj)
122	Which of these event is generated when a button is pressed?	2	N	R	1	ActionEvent
123	Which of these methods can be used to obtain the command name for invoking ActionEvent object?	2	N	R	1	getActionCommand()
124	Which of these a AdapterClass	2	N	R	1	KeyAdapter class
125	Which of these adapter class from follwing?	2	N	R	1	MouseAdapter
126	Which of these are constants defined in Window Event class	2	N	R	1	All the Above
127	Which of these constant value will change when the button at the end of scroll bar was clicked to increase its value?	2	N	R	1	UNIT_INCREMENT
128	Which of these event is generated when computer gains or loses input focus?	2	N	R	1	FocusEvent
129	which of these event will be notified if scrollbar is manipulated?	2	N	R	1	AdjustmentEvent()
130	Which of these events is generated when a window is minimized?	2	N	R	1	Both a and b

131	Which of these events is generated when the component is added or removed?	2	N	R	1	ContainerEvent
132	Which of these events will be generated if we close an Frame's window?	2	N	R	1	WindowEvent
133	Which of these interfaces define a method actionPerformed()?	2	N	R	1	ActionListener
134	Which of these is super class of WindowEvent class?	2	N	R	1	ComponentEvent
135	Which of these is superclass of all Adapter classes?	2	N	R	1	Applet
136	Which of these methods are used to determine the type of adjustment event?	2	N	R	1	getAdjustmentType()
137	Which of these methods are used to register a mouse motion listener?	2	N	R	1	addMouseMotionListener().
138	Which of these methods can be used to know the degree of adjustment made by the user?	2	N	R	1	getValue()
139	Which of these methods is defined in MouseMotionAdapter class?	2	N	R	1	mouseDragged()
140	Which of these methods is used to get x coordinate of the mouse	2	N	R	1	getX()
141	Which of these methods is used to get Y coordinate of the mouse?	2	N	R	1	getY()
142	Which of these methods is used to know the full URL of an URL object?	2	N	R	1	getHOst()
143	Which of these methods is used to obtain the object that generated a ComponentEvent.	2	N	R	1	getContainer()
144	Which of these methods is used to obtain the object that generated a WindowEvent?	2	N	R	1	getWindow()
145	Which of these methods will be invoked if a character is generated?	2	N	R	1	keyTyped()
146	Which of these methods will respond when you click any button by mouse?	2	N	R	1	All of the mentioned
147	Which of these methods will respond when you click any button by mouse?	2	N	R	1	All of these
148	Which of these not a constants defined in ComponentEvent class?	2	N	R	1	COMPONENT_SIZED
149	Which two parameters are required for JTable constructor to create a table?	2	N	R	1	Data array and Column Headings
150	windowEvent is a subclass of _____	2	N	R	1	ComponentEvent()
151	_____ generates action events when an item is double-clicked.	2	N	R	1	List
152	_____is generated when checkbox is clicked, list item is clicked, choice selection is made or checkable menu item is selected or deselected.	2	N	R	1	ItemEvent
153	_____class provides an empty implementation of all methods in an Event Listener interface?	2	N	R	1	Adapter
154	_____generates an event and sends it to one or more listeners.	2	N	R	1	Event Source
155	ActionEvent: It indicates the component-defined events occurred b)MouseEvent: Events generated during the mouse operation for the object c) FocusEvent:This class indicates about the focus where the focus has gained or lost by the object. d) KeyEvent: It is generated When key is pressed	2	Y2	U	2	All a,b,c and d are correct
156	For the following code select the method that can be used to handle event. importjava.awt.event.*; import java.awt.*; importjava.applet.*; public class checkbackg extends Applet implements ItemListener { Checkbox m1,m2,m3; public void init() { m1=new Checkbox("A"); m2=new Checkbox("B"); m3=new Checkbox("C"); add(m1); add(m2); add(m3); m1.addItemListener(this); m2.addItemListener(this); } public void _____(ItemEvent ie) { if(ie.getSource()==m1) setBackground(Color.red); if(ie.getSource()==m2) setBackground(Color.green); } } /*<applet code=checkbackg.class height=150 width=150> </applet>*/	2	N	A	2	itemStateChanged(ItemEvent ie)
157	1)For Key events, KeyEvent class is used 2)For Mouse motion events, MouseEvent class is used 3)For For Component events, CoumponentEvent class is used 4)For Window events, WindowE class is used	2	N	A	2	1,2,3 are true
	1. What will be the output of the following code? import java.awt.*; import java.applet.*; import					

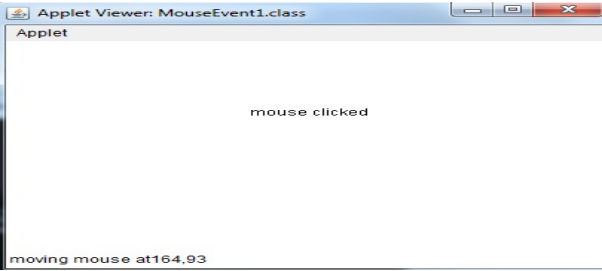|						
158	java.awt.event.*; public class adm extends Applet { public void init() { addMouseMotionListener(new mma1(this)); } } class mma1 extends MouseAdapter { adm a; public mma1(adm a) { this.a=a; } public void mouseDragged(MouseEvent me) { a.showStatus("mouse dragged"); } } /*<applet code="adm" width=500 height=500> </applet>*/	2	Y2	U	2	S1-chapter2(Q1.C).jpg
159	1.Which line of code is missing in following code and error statement code line import java.awt.*; import java.awt.event.*; import java.applet.*; /*<applet code="KeyEventDemo.class" width=400 height=400> </applet>*/ public class KeyEventDemo extends Applet implements _____ { String msg=""; public void init() { addKeyListener(this); } public void keyPressed(KeyEvent e) { showStatus("Key Down"); int key=e.getKeyCode(); repaint(); } public void keyTyped(KeyEvent e) { msg+=e.getKeyChar(); repaint(); } public void paint(Graphics g) { g.drawString(msg,10,20); } }	2	N	A	2	KeyListener and public void keyReleased(KeyEvent e) { showStatus("Key up"); }
160	4. What will happen when you attempt to compile and run the following code? import java.awt.*; import java.awt.event.*; public class mouseClick extends Frame implements MouseListener{ public static void main(String argv[]){ mouseClick s = new MClick(); } MClick(){ this.addMouseListener(this); } public void mouseClicked(MouseEvent e){ System.out.println(e.getWhen()); } }	2	N	A	2	Error not override MouseListener methods ,class name not found
161	5. Which statement is incorrect or missing in the following code import java.awt.*; import java.awt.event*; import javax.swing.*; public class radio extends JApplet implements ActionListener { pulic void init() { c.setLayout(new FlowLayout()); JRadioButton b1=new JRadioButton("Red"); b1.addActionListener(this); c.add(b1); JRadioButton b2=new JRadioButton("Green"); b2.addActionListener(this); c.add(b2); JRadioButton b3=new JRadioButton("Blue"); b3.addActionListener(this); c.add(b3); ButtonGroup bg=new ButtonGroup(); bg.add(b1); bg.add(b2); bg.add(b3); } public void actionPerformed(ActionEvent e){ setBackground(e.getActionCommand()); } }	2	N	A	2	Container c=getContentPane();
162	A Frame's background color is set to Color.Yellow, and a Button's background color is to Color.Blue. Suppose the Button is added to a Panel, which is added to the Frame. What background color will be used with the Panel?	2	N	A	2	Color.Yellow.
163	A Java exception is an instance of _____.	2	N	U	2	Throwable
164	Abstract Methods of MouseMotion Listener Interface.	2	N	A	2	mouseMoved(MouseEvent) mouseDragged(MouseEvent)
165	Action event is applied on	2	N	U	2	Button, TextField, List, Menu
166	Adapter classes are similar to EventListener interfaces?	2	N	A	2	True
167	Add the missing statement.. import java.awt.*; import java.awt.event.*; import java.applet.*; /* <applet code="ButtonDemo" width=250 height=150> </applet> */ public class ButtonDemo extends Applet implements ActionListener { String msg = ""; Button yes, no, maybe; public void init() { yes = new Button("Yes"); maybe = new Button("Undecided"); add(yes); add(no); add(maybe); yes.addActionListener(this); no.addActionListener(this); maybe.addActionListener(this); } public void actionPerformed(ActionEvent ae) { String str = ae.getActionCommand(); if(str.equals("Yes")) { msg = "You pressed Yes."; } else if(str.equals("No")) { msg = "You pressed No."; } else { msg = "You pressed Undecided."; } repaint(); } public void paint(Graphics g) { g.drawString(msg, 6, 100); } }	2	N	A	2	no=new Button("NO")
168	After inserting which statement in following program, output window will be closed when close button is clicked import java.awt.event.*; import java.awt.*; class Demo extends Frame { Demo() { setSize(500,500); setVisible(true); setTitle("My Window"); } public static void main(String args[]) { new Demo(); } } class AdapterDemo extends WindowAdapter { Demo d1; AdapterDemo(Demo d) { d1=d; } public void windowClosing(WindowEvent we) { d1.dispose(); } }	2	N	A	2	addWindowListener(AdapterDemo(this));
169	An event adapter can be implemented using _____.	2	N	U	2	All of Above
170	An event is generated when internal stae of event source is_____	2	N	A	2	changed
	Analyse the following code and Find out errors. import java.awt.*; import java.applet.*; import java.awt.event.*; /*<applet code="Demo" width=200 height=80> </applet>*/ public class Demo extends Applet implements ItemListener { public void init() { Label jlb1=new Label("					

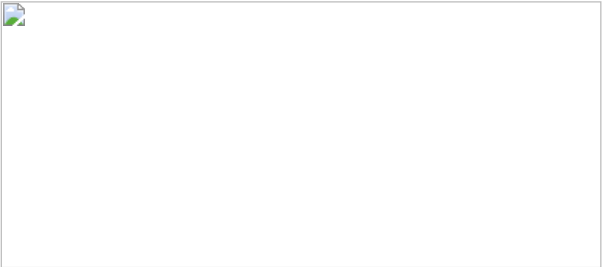| 171 | Select Color:"); Choice ch=new Choice(); ch.addItem("Red"); ch.addItem("Green"); ch.addItem("Blue"); TextField jtf1=new TextField(12); add(jlb1); add(ch); add(jtf1); ch.addItemListener(this); } public void itemStateChanged(ItemEvent ie) { String s= (String)ie.getItem(); jtf1.setText(s); } } | 2 | N | A | 2 | Error is in the statement String s=(String)ie.getItem(); |
|---|---|---|---|---|---|
| 172 | Analyse the following code and find out missing statement. import javax.swing.*; import javax.swing.tree.*; public class TreeDemo extends JFrame { public static void main(String args[]) { TreeDemo frame = new TreeDemo(); frame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE); DefaultMutableTreeNode root = new DefaultMutableTreeNode("Root"); DefaultMutableTreeNode mercury = new DefaultMutableTreeNode("Mercury"); root.add(mercury); DefaultMutableTreeNode venus = new DefaultMutableTreeNode("Venus"); root.add(venus); DefaultMutableTreeNode mars = new DefaultMutableTreeNode("Mars"); root.add(mars); JTree tree = new JTree(root); JScrollPane scrollPane = new JScrollPane(tree); frame.add(scrollPane, BorderLayout.CENTER); frame.setSize(300, 150); frame.setVisible(true); } } | 2 | N | A | 2 | missing package statement |
| 173 | Analyse the following code and select missing statement. import java.awt.*; import java.applet.*; /*<applet code="Demo" width=200 height=80> </applet>*/ public class Demo extends Applet implements ItemListener { TextField jtf; List city; public void init() { city=new List(4); city.addItem("Pune"); city.addItem("Mumbai"); city.addItem("Nagpur"); city.addItem("Kolhapur"); city.addItem("Solapur"); jtf=new TextField(12); add(jtf); } public void itemStateChanged(ItemEvent ie) { String s=city.getSelectedItem(); jtf.setText(s); } } | 2 | N | A | 2 | All of the above |
| 174 | Analyze the following code import javax.swing.*; import javax.swing.border.*; import java.awt.*; public class BorderTest extends JFrame{ public BorderTest(){ Border border=new TitledBorder("MyButton"); JButton b1=new JButton("Ok"); JButton b2=new JButton("Cancel"); b1.setBorder(border); b2.setBorder(border); add(b1,BorderLayout.NORTH); add(b2,BorderLayout.SOUTH); } public static void main(String args[]){ JFrame f=new BorderTest(); f.setSize(200,100); f.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE); f.setVisible(true); } } What will be the output of the above code? | 2 | N | A | 2 | Two buttons displayed with the same border. |
| 175 | Analyze the following code: import javax.swing.*; import java.awt.*; public class Test extends JFrame { public Test() { setLayout(new FlowLayout()); add(new JButton("Java")); add(new JButton("Java")); add(new JButton("Java")); add(new JButton("Java")); } public static void main(String[] args) { // Create a frame and set its properties JFrame frame = new Test(); frame.setSize(200, 100); frame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE); frame.setVisible(true); } } | 2 | N | U | 2 | Four buttons are displayed with the same text "Java". |
| 176 | ButtonGroup bg = new ButtonGroup(); is used to create group of _____ | 2 | N | A | 2 | RadioButton |
| 177 | Choose correct fig. as ouput for given code import java.awt.*; import java.applet.*; import java.awt.event.*; public class addition2 extends Applet implements ActionListener { TextField t1; TextField t2; TextField t3; Button b; {Label num1=new Label ("Addition of two numbers"); Label num2=new Label("Enter First no in text field"); Label num3=new Label("Enter Second no in text field"); t1=new TextField(); t2=new TextField(); t3=new TextField(); b=new Button("add"); setLayout(new GridLayout(4,2)); add(num1); add(t1); add(num2); add(t2); add(num3); add(t3); add(b); b.addActionListener(this); } public void actionPerformed(ActionEvent ae) {if(ae.getSource()==b) { int n1=Integer.parseInt(t2.getText()); int n2=Integer.parseInt(t3.getText()); int sum=n1+n2; t1.setText(Integer.toString(sum)); } } } /* <applet code="addition1" height=200 width=300> </applet>*/ | 2 | Y2 | A | 2 | |
| 178 | Choose the correct missing statement from the given code import java.awt.*; import java.applet.*; import java.awt.event.*; public class eventdemo2 extends Applet implements ActionListener { TextField t1,t2; Button b1; public void init() { t1=new TextField(5); t2=new TextField(5); b1=new Button("FACTORIAL"); add(t1); add(t2); add(b1); } public void actionPerformed(ActionEvent a) { if(a.getSource()==b1) { int fact=1; int n1=Integer.parseInt(t1.getText()); while(n1!=0) { fact=fact*(n1); n1=n1-1; } t2.setText(Integer.toString(fact)); } } } /* <applet code=eventdemo2.class width=250 height=200> </applet> */ | 2 | N | A | 2 | b1.addActionListener(this); |
| | Choose the correct option for the given code import java.awt.*; import java.awt.event.*; import java.applet.*; public class DemoE extends Applet { public void init() { Button b=new | | | | | The program will display "Button clicked " message in stat |

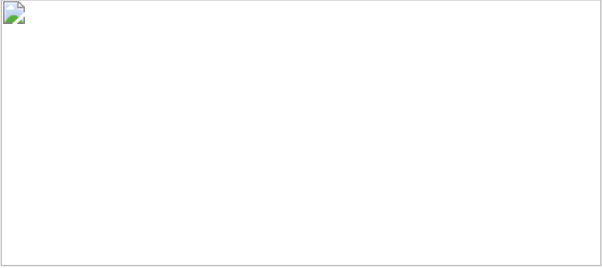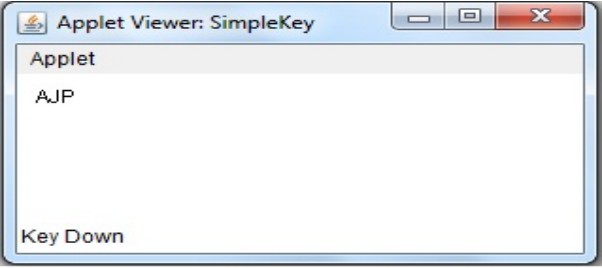| 179	Button("Click"); b.addMouseListener(new MouseAdapter() { public void mouseClicked(MouseEvent me) { showStatus("Button clicked"); } }); add(b); } }	2	N	A	2	bar on clicking the button with mouse.
180	Choose the correct output for the given code /*<applet code="MyControl10" width=300 height=300> </applet>*/ import java.applet.*; import java.awt.*; import java.awt.event.*; public class MyControl10 extends Applet implements ItemListener { CheckboxGroup g; Checkbox c1,c2,c3; int red,green,blue; public void init() { g=new CheckboxGroup(); c1=new Checkbox("Red",g,false); c2=new Checkbox("Green",g,false); c3=new Checkbox("Blue",g,true); setLayout(null); c1.setBounds(20,20,70,20); c2.setBounds(20,45,70,20); c3.setBounds(20,70,70,20); add(c1); add(c2); add(c3); c1.addItemListener(this); c2.addItemListener(this); c3.addItemListener(this); red=blue=green=0; } public void itemStateChanged(ItemEvent ie) { red=green=blue=0; if(c1.getState()) red=255; if(c2.getState()) green=255; if(c3.getState()) blue=255; repaint(); } public void paint(Graphics g) { Color c=new Color(red,green,blue); g.setColor(c); g.fillRect(90,20,100,100); } }	2	Y2	A	2	All of the above
181	Choose the correct output for the given code import java.awt.*; import java.applet.*; import java.awt.event.*; /* <applet code="MyScroll2" width=300 height=200> </applet> */ public class MySrcoll2 extends Applet implements AdjustmentListener { Scrollbar vert; TextField t; public void init() { vert = new Scrollbar(Scrollbar.VERTICAL,127, 5, 0, 255); t=new TextField(); setLayout(null); vert.setBounds(90,20,20,100); t.setBounds(75,130,50,20); add(vert); add(t); vert.addAdjustmentListener(this); } public void adjustmentValueChanged(AdjustmentEvent ae) { int v=vert.getValue(); t.setText(" "+v); } }	2	Y2	A	2	S1Q48O1
182	Choose the correct output from following option When the key is pressed. import java.awt.*; import java.awt.event.*; import java.applet.*; /* <applet code="SimpleKey" width=300 height=100> </applet> */ public class SimpleKey extends Applet implements KeyListener { String msg = ""; int X = 10, Y = 20; public void init() { addKeyListener(this); } public void keyPressed(KeyEvent ke) { showStatus("Key Down"); } public void keyReleased(KeyEvent ke) { showStatus("Key Up"); } public void keyTyped(KeyEvent ke) { msg += ke.getKeyChar(); repaint(); } public void paint(Graphics g) { g.drawString(msg, X, Y); } }	2	N	A	2	Key Down msg shown at status bar
183	Choose the correct Program for the following output Figure:-	2	Y1	A	2	import java.awt.*; import java.awt.event.*; import java.applet.*; pul class Fifth5 extends Applet implements ItemListener { Checkbox cb1,cb2,cb3; CheckboxGroup cbg; Label l1; public void init() { cbg=ne CheckboxGroup(); cb1=new Checkbox("C programming",cbg,false); cb2=new Checkbox("C programming",cbg,true); cb3=new Checkbox("C programming",cbg,false); l1=new Lable("Before ItemSelection"); add(cb1); add(cb2); add(cb3); add(l1); }
184	choose the correct sequence for the following output as given below Figure:-	2	Y1	A	2	import java.awt.*; import java.awt.event.*; import java.applet.*; pul class SimpleAWT extends Applet implements ActionListener,ItemListe private Button button = new Button("Push Me!"); private Checkbox checkbox = new Checkbox("Check Me!"); privat Choice choice = new Choice(); Boolean b; public void init() { choice.addItem("Green"); add(button); add(checkbox); add(choice); } public void itemStateChanged(ItemEvent ie) { b=ie.getState(); } public void paint(Graphics g) { g.drawString(" checkbox is now "+b,5,200); } }
	Choose the missing statements to be added to following program to get correct output. import java.awt.*; class Sample extends Frame implements ActionListener, ItemListener { MenuItem					

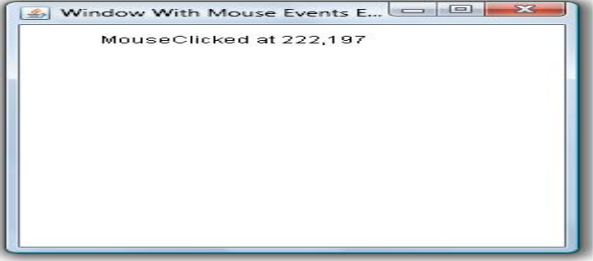|					
185	item1; CheckboxMenuItem item2; String str=""; Sample(String title) { super(title); MenuBar mbar = new MenuBar(); setMenuBar(mbar); Menu m = new Menu("Items"); item1 = new MenuItem("Item-1"); m.add(item1); item2 = new CheckboxMenuItem("Item-2"); m.add(item2); mbar.add(m); setSize(400,400); setVisible(true); } public void actionPerformed(ActionEvent ae) { str = "Item-1 is selected."; repaint(); } public void itemStateChanged(ItemEvent ie) { str = "Item-2 is selected."; repaint(); } public void paint(Graphics g) { g.drawString(str + " is selected.", 10, 240); } public static void main(String args[]) { Sample f=new Sample("Menu Example"); } }	2	N	A	2	import java.awt.event.*; item1.addActionListener(this); item2.addItemListener(this);
186	Choose the proper code for the following output Figure:- 	2	Y1	A	2	import java.awt.*; import java.awt.event.*; import java.applet.*; imp java.io.*; public class ScrollbarDemo extends Applet implements AdjustmentListener { String msg=" "; Scrollbar vertSB,hor public void init() { vertSB=new Scrollbar(Scrollbar.VERTICAL,0,1,0,100 horiSB=new Scrollbar(Scrollbar.HORIZANTAL,0,1,0,100); add(vertSB); add(horiSB); } public void adjustmentValueChanged(AdjustmentEven { repaint(); } public void paint(Graphics g) { g.DrawString("Vertical:"+vertSB.getValue(),5,200); g.DrawString("Horizantal:"+vertSB.getValue(),5,220); } }
187	Clicking the closing button on the upper-right corner of a frame generates a(n) _____ event.	2	N	U	2	WindowEvent
188	Complete remaining code for getting output as shown in figure. import java.awt.*; import java.awt.event.*; import javax.swing.*; /*<applet code="jcombodemo" width=300 height=100> </applet>*/ public class jcombodemo extends JApplet implements ItemListener { JLabel jl; ImageIcon green, red, black, yellow; public void init() { Container cp = getContentPane(); JComboBox jc = new JComboBox(); jc.addItem("Creek"); jc.addItem("Dock"); jc.addItem("Forest"); jc.addItemListener(this); cp.add(jc); jl = new JLabel(new ImageIcon("Creek.jpg")); cp.add(jl); } Figure:- 	2	Y1	A	2	public void itemStateChanged(ItemEvent ie) { String s = (String)ie.getItem(); jl.setIcon(new ImageIcon(s + ".jpg")
189	Complete the following code for following output. import javax.swing.*; import java.awt.*; import java.awt.event.*; public class DemoApplet extends JApplet implements ActionListener { JTextField number,result; JButton b; Container c; public void init() { c = this.getContentPane(); this.setLayout(new FlowLayout()); number = new JTextField(10); c.add(number); b = new JButton("Square"); b.addActionListener(this); c.add(b); result= new JTextField(10); c.add(result); } } Figure:-	2	Y1	A	2	public void actionPerformed(ActionEvent obj) { int n = Integer.parseInt(number.getText()); result.setText("Square="+(n*n)); }

190	Component listener can not be applicable to	2	N	U	2	Frame, Label
191	Consider following code and state how many keyevent generated by this program import java.awt.event.*; import javax.swing.*; /* <applet code="KeyDemo.class " width=300 height=300> </applet> */ public class KeyDemo extends JApplet implements KeyListener { String msg=""; int x=10,y=20; public void init() { addKeyListener(this); requestFocus(); } public void keyPressed(KeyEvent ke) { showStatus("Key Down"); } public void keyTyped(KeyEvent ke) { msg+=ke.getKeyChar(); repaint(); } public void keyReleased(KeyEvent ke) { showStatus("Key up"); } public void paint(Graphics g) { g.drawString(msg,x,y); } }	2	N	A	2	3
192	Consider following output. Find missing statement from following code. import java.awt.*; import java.applet.*; import java.awt.event.*; public class keyEp extends Applet implements KeyListener { String msg=" "; int x=10, y=20; public void init() { addKeyListener(this); } public void keyPressed(KeyEvent k) { showStatus("key pressed"); int kl=k.getKeyCode(); switch(kl) { case KeyEvent.VK_LEFT: msg+="<left arrow>"; break; case KeyEvent.VK_RIGHT: msg+="<right arrow>"; break; } repaint(); } public void keyReleased(KeyEvent k) { showStatus("key up"); } public void keyTyped(KeyEvent l) public void paint(Graphics g) { g.drawString(msg,x,y); } } Figure:-	2	Y1	A	2	D. Missing{}
193	Consider the following code and identify the error. import java.awt.*; import javax.swing.*; import javax.swing.JScrollPane; /*<applet code="JScrollPane1" width=150 height=150> </applet> */ public class JSCrollPane1 extends JApplet { public void init() { Container cp=getContentPane(); contentPane.setLayout(new BorderLayout()); JPanel jp=new JPanel(); jp.setLayout(new GridLayout(10,10)); Char b='A'; for(int i=0;i<5;i++) { for(int j=0;j<5;j++) { jp.add(new JButton("Button"+b)); ++b; } } int v=ScrollPaneConstants.VERTICAL_SCROLLBAR_AS_NEEDED; int h=ScrollPaneConstants.HORIZONTAL_SCROLLBAR_AS_NEEDED; JScrollPane jsp=new JScrollPane(v,h); cp.add(jsp,BorderLayout.CENTER); } }	2	N	A	2	Error in statement scrollpane is created
194	Consider the following code. Event handling doesn't work on the button because of the following reason: import java.awt.event.*; import java.awt.*; public class NewApplet extends Applet implements ActionListener{ public void init() { Button b=new Button("OK"); add(b); } public void	2	N	A	2	The action listener has not been added on the button

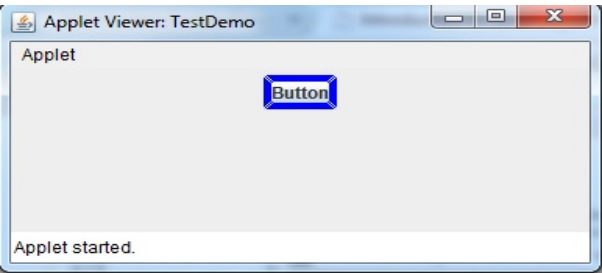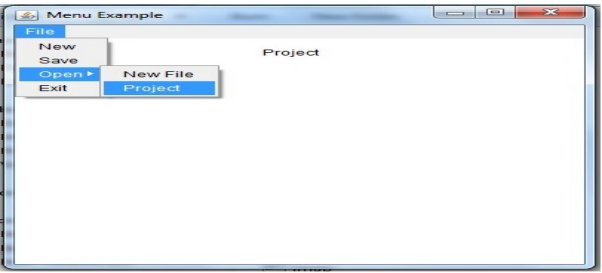|					
	actionPerformed(ActionEvent e) { showStatus("Event"); } }				
195	Consider the following code. Find the missing statement. public class MyClass extends Frame { public static void main(String args[]) { MyClass win=new MyClass(); } public MyClass() { super("Window Events being tested"); setSize(150,100); setVisible(true); } class WidnowEventHandler extends WindowAdapter { public void windowClosing(WindowEvent we) { System.exit(0); } } }	2	N	A	2	addWindowListener()
196	Consider the following code.Select proper method to handle event. import java.applet.*; import java.awt.*; import java.awt.event.*; /* <applet code="AppletKeyListener.class" width="300" height="300"> </applet> */ public class AppletKeyListener extends Applet implements KeyListener { char ch; String str; public void init() { addKeyListener(this); } public void keyPressed(KeyEvent e) { } public void keyReleased(KeyEvent e) { } public void _____ { ch = e.getKeyChar(); if(ch == 'm'|| ch == 'M') str = "Good Morning"; else if(ch == 'a'||ch=='A') str = "Good Afternoon"; else if(ch == 'e'||ch=='E') str = "Good Evining"; else if(ch == 'n'||ch=='N') str = "Good Night"; else str = "Type only other letter"; repaint(); } public void paint(Graphics g) { g.drawString(str, 100, 150); showStatus("You typed " + ch + " character"); } }	2	N	U	2	keyTyped(KeyEvent e)
197	Consider the following code.what will be output of code? import java.applet.*; import java.awt.*; import java.awt.event.*; import java.util.*; public class demo4 extends Applet implements ActionListener { private Vector v; privateintnumOfImages; privateintcurrentImage; private Button b; public void init() { v = new Vector(10); numOfImages = 0; currentImage = 0; Image tempImage = getImage(getCodeBase(),"Chrysanthemum.jpg"); v.insertElementAt(tempImage, numOfImages); numOfImages++; tempImage = getImage(getCodeBase(), "Desert.jpg"); v.insertElementAt(tempImage, numOfImages); numOfImages++; tempImage = getImage(getCodeBase(), "Hydrangeas.jpg"); v.insertElementAt(tempImage, numOfImages); numOfImages++; Button b = new Button("Next!"); b.addActionListener(this); add(b); } public void paint(Graphics g) { Image i = (Image)v.elementAt(currentImage); g.drawImage(i, 0, 0, this); } public void actionPerformed(ActionEvent e) { currentImage = (currentImage + 1) % numOfImages; repaint(); } } /* <APPLET CODE="demo4.class" HEIGHT=200 WIDTH=300></APPLET>*/	2	Y2	A	2	All of these
198	Consider the following output,Find the missing Statement in program import java.awt.*; import java.applet.*; import java.awt.event.*; public class MouseEvent1 extends Applet implements MouseListener,MouseMotionListener { String msg=" "; int mx=0,my=0; public void init() { addMouseListener(this); addMouseMotionListener(this); } public void mouseClicked(MouseEvent me) { mx=0; my=10; msg="mouse clicked"; repaint(); } void mouseEntered(MouseEvent me) { mx=0; my=10; msg="mouse entered"; repaint(); } public void mousePressed(MouseEvent me) { mx=me.getX(); my=me.getY(); msg="mouse pressed"; repaint(); } { mx=me.getX(); my=me.getY(); msg="mouse Released"; repaint(); } public void mouseExited(MouseEvent me) { mx=0; my=10; msg="mouse Exited"; repaint(); } public void mouseDragged(MouseEvent me) { mx=me.getX(); my=me.getY(); msg="*"; showStatus("Dragging mouse at"+mx+","+my); repaint(); } public void mouseMoved(MouseEvent me) { mx=me.getX(); my=me.getY(); showStatus("moving mouse at"+mx+","+my); repaint(); } public void paint(Graphics g) { g.drawString(msg,mx,my); } } /* <applet code=MouseEvent1.class height=400 width=300> </applet>*/ S1Q47.jpg Figure:- 	2	Y1	A	2	public void mouseReleased(MouseEvent me)

199	Consider the following output. Find the missing statement in the program shown by _____. import java.awt.*; import java.awt.event.*; import java.applet.*; import javax.swing.*; /* <applet code="SimpleKey1" width=300 height=100> </applet> */ public class SimpleKey1 extends JApplet implements KeyListener { String msg = ""; int X = 10, Y = 20; public void init() { addKeyListener(this); requestFocus(); } _____ { showStatus("Key Down"); } public void keyReleased(KeyEvent ke) { showStatus("Key Up"); public void keyTyped(KeyEvent ke) { msg += ke.getKeyChar(); repaint(); } public void paint(Graphics g) { g.drawString(msg, X, Y); } }	2	N	A	2	public void keyPressed(KeyEvent ke)
200	Consider the following output. Find the missing statement in the program. import java.awt.*; import java.awt.event.*; import java.applet.*; import javax.swing.*; /* <applet code="SimpleKey1" width=300 height=100> </applet> */ public class SimpleKey1 extends JApplet implements KeyListener { String msg = ""; int X = 10, Y = 20; public void init() { addKeyListener(this); requestFocus(); } public void keyPressed(KeyEvent ke) { showStatus("Key Down"); } public void keyReleased(KeyEvent ke) { showStatus("Key Up"); public void keyTyped(KeyEvent ke) { msg += ke.getKeyChar(); repaint(); } public void paint(Graphics g) { g.drawString(msg, X, Y); } }	2	N	A	2	{
201	Consider the following output. Find the missing statement in the program. import java.awt.*; import java.awt.event.*; import java.applet.*; import javax.swing.*; /* <applet code="SimpleKey1" width=300 height=100> </applet> */ public class SimpleKey1 extends JApplet implements KeyListener { String msg = ""; int X = 10, Y = 20; public void init() { addKeyListener(this); requestFocus(); } public void keyPressed(KeyEvent ke) { showStatus("Key Down"); } public void keyReleased(KeyEvent ke) { showStatus("Key Up"); } public void keyTyped(KeyEvent ke) { msg += ke.getKeyChar(); } public void paint(Graphics g) { g.drawString(msg, X, Y); } } Figure:-	2	Y1	A	2	repaint();
202	Consider the following output. Find the missing statement in the program. import java.awt.*; import java.awt.event.*; import java.applet.*; import javax.swing.*; /* <applet code="SimpleKey1" width=300 height=100> </applet> */ public class SimpleKey1 extends JApplet implements KeyListener { String msg = ""; int X = 10, Y = 20; public void init() { addKeyListener(this); requestFocus(); } public void keyPressed(KeyEvent ke) { showStatus("Key Down"); } public void keyReleased(KeyEvent ke) { showStatus("Key Up"); public void keyTyped(KeyEvent ke) { msg += ke.getKeyChar(); repaint(); } public void paint(Graphics g) { g.drawString(msg, X, Y); } } Figure:-	2	Y1	A	2	}
	Consider the following output. Find the missing statement in the program. import java.awt.*;					

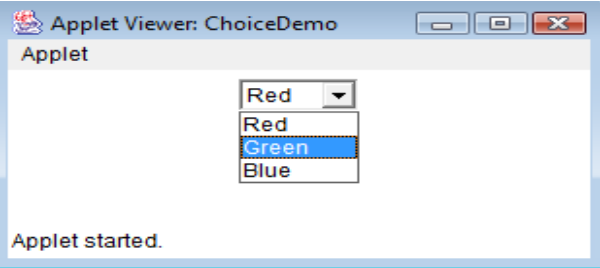|						
203	import java.awt.event.*; import java.applet.*; import javax.swing.*; /* <applet code="SimpleKey1" width=300 height=100> </applet> */ public class SimpleKey1 extends JApplet implements KeyListener { String msg = ""; int X = 10, Y = 20; public void init() { addKeyListener(this); requestFocus(); } public void paint(Graphics g) { g.drawString(msg, X, Y); } } Figure:- 	2	Y1	A	2	All of the Above
204	Consider the following output. Find the missing statement in the program. import javax.swing.*; /* <applet code="JTabbedPaneDemo" width=400 height=100> </applet> */ public class JTabbedPaneDemo extends JApplet { public void init() { JTabbedPane jtp = new JTabbedPane(); jtp.addTab("Cities", new CitiesPanel()); jtp.addTab("Colors", new ColorsPanel()); jtp.addTab("Flavors", new FlavorsPanel()); } } class CitiesPanel extends JPanel { public CitiesPanel() { JButton b1 = new JButton("New York"); add(b1); JButton b2 = new JButton("London"); add(b2); JButton b3 = new JButton("Hong Kong"); add(b3); JButton b4 = new JButton("Tokyo"); add(b4); } } class ColorsPanel extends JPanel { public ColorsPanel() {JCheckBox cb1 = new JCheckBox("Red"); add(cb1); JCheckBox cb2 = new JCheckBox("Green"); add(cb2); JCheckBox cb3 = new JCheckBox("Blue"); add(cb3); } }	2	N	A	2	getContentPane().add(jtp);
205	Consider the following output. Find the missing statement in the program. import java.awt.*; import java.awt.event.*; import java.applet.*; /* <applet code="SimpleKey" width=300 height=100> </applet> */ public class SimpleKey extends Applet implements KeyListener { String msg = ""; int X = 10, Y = 20; // output coordinates public void init() { } public void keyPressed(KeyEvent ke) { showStatus("Key Down"); } public void keyReleased(KeyEvent ke) { showStatus("Key Up"); } public void keyTyped(KeyEvent ke) { msg += ke.getKeyChar(); repaint(); } // Display keystrokes. public void paint(Graphics g) { g.drawString(msg, X, Y); } } Figure:- 	2	Y1	A	2	addKeyListener(this);
	Consider the following output. Find the missing statement in the program. import java.awt.Frame; import java.awt.event.*; public class HandleMouseListenerInWindowExample extends Frame implements MouseListener{ int x=0, y=0; String strEvent = ""; HandleMouseListenerInWindowExample(String title){ super(title); addWindowListener(new MyWindowAdapter(this)); addMouseListener(this); setSize(300,300); setVisible(true); } public void mouseClicked(MouseEvent e) { strEvent = "MouseClicked"; x = e.getX(); y = getY(); repaint(); } public void mouseReleased(MouseEvent e) { strEvent = "MouseReleased"; x =					

206	e.getX(); y = getY(); repaint(); } public void paint(Graphics g){ g.drawString(strEvent + " at " + x + "," + y, 50,50); } public static void main(String[] args) { HandleMouseListenerInWindowExample myWindow = new HandleMouseListenerInWindowExample("Window With Mouse Events Example"); } } class MyWindowAdapter extends WindowAdapter{ HandleMouseListenerInWindowExample myWindow = null; MyWindowAdapter(HandleMouseListenerInWindowExample myWindow){ this.myWindow = myWindow; } public void windowClosing(WindowEvent we){ myWindow.setVisible(false); } Figure:-	2	Y1	A	2	all of the Above

Window With Mouse Events E...
MouseClicked at 222,197

No.	Question					Answer
207	Consider the following program What correction should be done in the program to get correct output? import java.applet.*; import java.awt.event.*; /* <APPLET Code="SimpleKey" Width=200 Height=250> </APPLET> */ public class SimpleKey extends Applet implements KeyListener { String msg=""; int X=10,Y=20; public void init() { addKeyListener(this); requestFocus(); } public void keyPressed(KeyEvent ke) { showStatus("Key Down"); } public void keyReleased(KeyEvent ke) { showStatus("Key Up"); } public void keyTyped(KeyEvent ke) { msg +=ke.getKeyChar(); repaint(); } public void paint (Graphics g) { }	2	N	A	2	Missing }
208	Consider the following program Find the error in program to get correct output. import java.applet.*; import java.awt.*; import java.awt.event.*; /* <applet code = "MouseEvent" width = 400 height = 200> </applet> */ public class Mouseevent extends Applet { int x=0; int y=0; public void init() { addMouseListener(new mymouselistener()); } public void start() { } public void paint(Graphics g) { g.drawString("www.msbte.com",x,y); } public class mymouselistener extends WindowAdapter { public void mouseClicked(MouseEvent e) { x = e.getX(); y = e.getY(); repaint(); } } }	2	N	A	2	Error in mymouselistener class
209	Consider the following program and find out the method which is wrong and correct it /*<applet code=TextAreaDemo width=300 height=300> </applet>*/ import java.awt.*; import java.awt.event.*; import java.applet.*; public class TextAreaDemo extends Applet implements FocusListener,TextListener { TextArea text=new TextArea("AWT stands for Abstract Window ToolKit"); TextField tf=new TextField(); public void init() { add(text); add(tf); text.addFocusListener(this); text.addTextListener(this); } public void focusGained(FocusEvent e) { showStatus("TextArea got focus"); } public void focusLost(FocusEvent e) { showStatus("TextArea lost focus"); } public void valueChanged(TextEvent e) { showStatus("change in value of textarea"); } }	2	N	A	2	The method public void valueChanged(TextEvent e) is wrong it shoul public void textChanged(TextEvent e)
210	Consider the following program and identify the missing statement. import java.applet.Applet; import java.awt.Graphics; import java.awt.event.MouseEvent; import java.awt.event.MouseMotionListener; public class Exp extends Applet implements MouseMotionListener { String msg = ""; int mouseX = 0, mouseY = 0; public void init() { } public void mouseDragged(MouseEvent me) { mouseX = me.getX(); mouseY = me.getY(); msg = "*";	2	N	A	2	None of the above.

	showStatus("Dragging mouse at " + mouseX + ", " + mouseY); repaint(); } public void mouseMoved(MouseEvent me) { showStatus("Moving mouse at " + me.getX() + ", " + me.getY()); } public void paint(Graphics g) { g.drawString(msg, mouseX, mouseY); } } }					
211	Consider the following program. What should be the correction done in the program to get correct output? /* <applet code="SimpleKey" width=300 height=100> </applet> */ public class SimpleKey extends Applet implements KeyListener { String msg = ""; int X = 10, Y = 20; public void init() { addKeyListener(this); } public void keyPressed(KeyEvent ke) { showStatus("Key Down"); } public void keyReleased(KeyEvent ke) { showStatus("Key Up"); } public void keyTyped(KeyEvent ke) { msg += ke.getKeyChar(); repaint(); } // Display keystrokes. public void paint(Graphics g) { g.drawString(msg, X, Y); } }	2	N	A	2	missing import statement
212	Consider the following program. Choose the missing statements to get correct output. import java.awt.*; import java.awt.event.*; import java.applet.*; { List year, branch; public void init() { add(new Label("Select year and branch:")); year=new List(3); branch=new List(5); year.add("First Year"); year.add("Second Year"); year.add("Third Year"); add(year); branch.add("AE"); branch.add("CO"); branch.add("EE"); branch.add("EJ"); branch.add("IF"); branch.add("ME"); add(branch); } public void paint(Graphics g) { g.drawString("You selected: "+year.getSelectedItem()+" "+branch.getSelectedItem(),10, 160); } }	2	N	A	2	public class Sample extends Applet implements ItemListener year.addItemListener(this); branch.addItemListener(this); public void itemStateChanged(ItemEvent ie) { repaint(); }
213	Consider the following program. Find which statement contains error. import java.awt.*; import java.awt.event.*; import java.applet.*; public class choicedemo1 extends Applet implements ItemListener { Choice os,browser; String msg=""; public void init() { os=new Choice(); browser =new Choice(); os.add("windows7"); os.add("windowsXP"); os.add("windows8"); os.add("windows98"); browser.add("netscape 3.x"); browser.add("netscape 4.x"); browser.add("netscape 5.x"); browser.add("netscape 6.x"); browser.add("Internet Explorer 4.0"); browser.add("Internet Explorer 5.0"); browser.add("Internet Explorer 6.0"); browser.add("Lynx 2.4"); browser.select("Netscape 4.x"); add(os); add(browser); os.addItemListener(this); browser.addItemListener(this); } public void itemStateChanged(ItemEvent ie) { repaint(); } public void paint(Graphics g) { msg="Current os"; msg+=os.getSelectedItem(); g.drawString(msg,6,120); msg="Current browser"; msg+=browser.getSelectedItem(); g.drawString(msg,6,140); } }	2	N	A	2	Applet Tag not decleared in code
214	Consider the following program. Find which statement contains error. import java.applet.*; import java.awt.*; import java.awt.event.*; /*<applet code = "PasswordAL.java" width = 600 height=600></applet>*/ public class PasswordAL extends Applet implements ActionListener { Button b1; String msg; TextField t1; public void init() { b1 = new Button("Click ME"); b1.addActionListener(this); add(b1); msg ="Wait"; t1 = new TextField(10); t1.setEchoChar('#'); add(t1); } public void actionPerformed() { String t; t = ae.getActionCommand(); if(t.equals("Click ME")) { t = t1.getText(); if(t.equals("java")) msg = "Correct"; else msg="Wrong"; repaint(); } } public void paint(Graphics g) { g.drawString(msg,200,200); } }	2	N	A	2	error in the statement where public void actionPerformed() method is called
215	Consider the following program. Identify the missing statement from the output. import java.applet.*; /* <applet code="ChoiceDemo" width=300 height=180> </applet> */ public class ChoiceDemo extends Applet implements ItemListener { Choice os, browser; String msg = ""; public void init() { os = new Choice(); browser = new Choice(); // add items to os list os.add("Windows XP"); os.add("Windows Vista"); os.add("Solaris"); os.add("Mac OS"); // add items to browser list browser.add("Internet Explorer"); browser.add("Firefox"); browser.add("Opera"); // add choice lists to window add(os); add(browser); // register to receive item events os.addItemListener(this); browser.addItemListener(this); } public void itemStateChanged(ItemEvent ie) { repaint(); } // Display current selections. public void paint(Graphics g) { msg = "Current OS: "; msg += os.getSelectedItem(); g.drawString(msg, 6, 120); msg = "Current Browser: "; msg += browser.getSelectedItem(); g.drawString(msg, 6, 140); } }	2	N	A	2	}
	consider the following program. Identify which are the event need to get the correct output import java.awt.*; import java.awt.event.*; class AEvent extends Frame implements _____ { TextField tf; AEvent(){ tf=new TextField(); tf.setBounds(60,50,170,20); Button b=new Button("click me"); b.setBounds(100,120,80,30); b._____(this); add(b);add(tf); setSize(300,300); setLayout(null); setVisible(true); } public void _____(_____ e) { tf.setText("Welcome"); } public static void main(String args[]){ new AEvent(); } } Figure:-					

216		2	Y1	A	2	ActionListener, addActionListener,actionPerformed, ActionEvent
217	Consider the following program. What should be the correction done in the program to get colored button output?. import java.awt.*; import java.applet.*; public class colordemo extends Applet { Button b1; Color c; public void init() { c=new Color(255,0,0); setBackground(c); Button b1=new Button("Click"); b.setBackground(Color.yellow); setForeground(Color.green); add(b1); } } /*<applet code="colordemo" height=150 width=150> </applet>*/	2	N	A	2	b1.setBackground(Color.yellow);
218	Consider the following program. What should be the correction done in the program to see output?. import java.awt.*; import java.applet.*; import java.awt.event.*; public class authenticateuser extends Applet implements ActionListener { Label lblname,lblpswd,lblmsg; TextField txtname,txtpswd; Button b1; String msg=""; public void init() { lblname= new Label("Enter username:"); lblpswd= new Label("Enter pswd:"); lblmsg= new Label(""); txtname= new TextField(8); txtpswd= new TextField(8); b1=new Button("Submit"); setLayout(new GridLayout(3,2)); add(lblname); add(txtname); add(lblpswd); add(b1); add(lblmsg); b1.addActionListener(this); } public void actionPerformed(ActionEvent e) { if (txtpswd.getText().equals("1234")) lblmsg.setText("Hello "+txtname.getText()); else lblmsg.setText("Invalid user"); } } /*<applet code = authenticateuser height=200 width=200> </applet>*/	2	N	A	2	add(txtpswd);
219	Consider the following program. What should be the correction done to get correct output? import java.awt.*; import java.awt.event.*; import java.applet.*; public class Sample extends Applet implements ItemListener { Button red, green, blue; public void init() { red=new Button("Red"); green=new Button("Green"); blue=new Button("Blue"); add(red); add(green); add(blue); red.addItemListener(this); green.addItemListener(this); blue.addItemListener(this); } public void itemStateChanged(ItemEvent ie) { if(ie.getSource()==red) { setBackground(Color.red); } if(ie.getSource()==green) { setBackground(Color.green); } if(ie.getSource()==blue) { setBackground(Color.blue); } } }	2	N	A	2	import java.awt.*; import java.awt.event.*; import java.applet.*; pul class Sample extends Applet implements ActionListener { Button red, green, blue; public void init() { red=new Button("Red"); green=new Button("Green"); blue=new Button("Blue"); add(red);
220	Consider the following program. What will be displayed in the output? import java.awt.*; import java.awt.event.*; import java.applet.*; /* <applet code="MouseEvents" width=300 height=100> </applet> */ public class MouseEvents extends Applet implements MouseListener, MouseMotionListener { String msg = ""; int mouseX = 0, mouseY = 0; // coordinates of mouse public void init() { addMouseListener(this); addMouseMotionListener(this); } public void mouseClicked(MouseEvent me){ mouseX = 0; mouseY = 10; msg = "Mouse clicked."; repaint(); } public void mouseMoved(MouseEvent me) { showStatus("Moving mouse at " + me.getX() + ", " + me.getY()); } public void paint(Graphics g) { g.drawString(msg, mouseX, mouseY); } }	2	N	A	2	compile error
221	Consider the following program.Find the listener implemented by applet. import java.awt.*; import java.awt.event.*; import java.applet.*; /* <applet code="Loan" width=200 height=300> </applet> */ public class Loan extends Applet implements _____ { double p,r,n,total,i; String param1; boolean month; Label l1,l2,l3,l4; TextField t1,t2,t3,t4; Button b1,b2; CheckboxGroup cbg; Checkbox c1,c2; String str; public void init() { l1=new Label("Balance Amount",Label.LEFT); l2=new Label("Number of Months",Label.LEFT); l3=new Label("Interest Rate",Label.LEFT); l4=new Label("Total Payment",Label.LEFT); t1=new TextField(5); t2=new TextField(5); t3=new TextField(15); t4=new TextField(20); b1=new Button("OK"); b2=new Button("Delete"); cbg=new CheckboxGroup(); c1=new Checkbox("Month Rate",cbg,true); c2=new Checkbox("Annual Rate",cbg,true); t1.addActionListener(this); t2.addActionListener(this); t3.addActionListener(this); t4.addActionListener(this); b1.addActionListener(this); b2.addActionListener(this); c1.addItemListener(this); c2.addItemListener(this); add(l1); add(t1); add(l2); add(t2); add(l3); add(t3); add(l4); add(t4); add(c1); add(c2); add(b1); add(b2); } public void	2	N	A	2	Both B and C

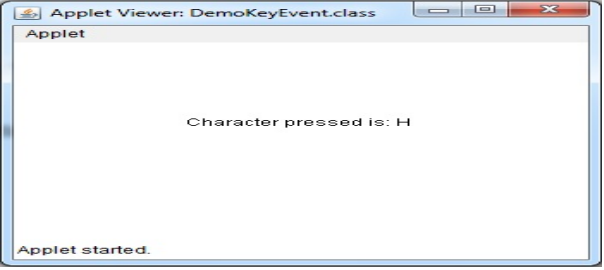|					
	itemStateChanged(ItemEvent ie) { } public void actionPerformed(ActionEvent ae) { str=ae.getActionCommand(); if(str.equals("OK")) { p=Double.parseDouble(t1.getText()); n=Double.parseDouble(t2.getText()); r=Double.parseDouble(t3.getText()); if(c2.getState()) { n=n/12; } i=(p*n*r)/100; total=p+i; t4.setText(" "+total); } else if(str.equals("Delete")) { t1.setText(" "); t2.setText(" "); t3.setText(" "); t4.setText(" "); } } }					
222	Correct code of the output window is Figure:-	2	Y1	A	2	public class TestDemo extends JApplet { public void init() { JButton b new JButton("Button"); Container c = getContentPane(); c.setLayout(new FlowLayout()); c.add(b); } }
223	Debug the following code and find which statement contains error. import java.awt.*; import java.awt.event.*; import java.applet.*; public class DemoMouseEvent extends Applet { public void init() { this.addMouseListener(new MouseAdapter() { public void mouseEntered(MouseEvent me) { showStatus("Mouse Clicked"); } }); } } /*<applet code="DemoMouseEvent.class" width=300 height=300></applet>*/	2	N	A	2	No error
224	Event class is defined in which of these libraries?	2	N	A	2	java.util
225	Fill in blank import java.awt.*; import java.awt.event.*; public class MClick extends Frame implements -------------------------- { public static void main(String argv[]){ MClick s = new MClick(); } MClick(){ this.addMouseListener(this); } public void mouseClicked(MouseEvent e){ System.out.println(e.getWhen()); } }	2	N	U	2	MouseListener()
226	Fill in the blanks so that the following defines a listener that will respond to window closing events: public class WindowQuitter extends _____ { public void _____(WindowEvent e) { System.exit(0); } }	2	N	A	2	WindowAdapter, windowClosing
227	Find Correct Output of following Program. public class ShadowTest { public int x = 0; class FirstLevel { public int x = 1; void methodInFirstLevel(int x) { System.out.println("x = " + x); System.out.println("this.x = " + this.x); System.out.println("ShadowTest.this.x = " + ShadowTest.this.x); } } public static void main(String args[]) { ShadowTest st = new ShadowTest(); ShadowTest.FirstLevel fl = st.new FirstLevel(); fl.methodInFirstLevel(23); }	2	N	A	2	x = 23 this.x = 1 ShadowTest.this.x = 0
228	Find Correct program to get out shown in Figure. Figure:-	2	Y1	A	2	import java.io.*; import java.awt.*; import java.applet.*; import java.awt.event.*; class menu_sam extends Frame implements ActionListener { Frame f; MenuItem ne,save,exit nf,project; Menu file,open; MenuBar mbar; Label l1; String s=""; menu_sam(String st) { super(st); setSize(200,200); setVisible(true); mbr=new MenuBar(); file=new Menu("File"); mbr.add(file) ne=new MenuItem("New"); save=new MenuItem("Save"); exit=new MenuItem("Exit" open=new Menu("Open"); file.add(ne); file.add(save); file.add(open); file.add(exit); nf=new MenuItem("New File" project=new MenuItem("Project"); open.add(nf); open.add(project); add(mbr); } public static void main(String args[]) new menu_sam("Menu Example"); } public void actionPerformed(ActionEvent ae) { s=ae.getActionCommand(); repai } public void paint(Graphics g) { g.drawString(s,100,50); } }
	Find error in following code import java.awt.*; import java.applet.*; /* <applet code=ChoiceDemo width=300 height=100> </applet>*/ public class ChoiceDemo extends Applet { MyChoice choice; public void init() { choice = new MyChoice(); choice.add("Red"); choice.add("Green"); choice.add("Blue"); add(choice); } } class MyChoice extends Choice {					

	public MyChoice() { enableEvents(AWTEvent.ITEM_EVENT_MASK); } protected void processItemEvent(ItemEvent ie) { //showStatus("Choice selection: " + getSelectedItem()); super.processItemEvent(ie); } Figure:- 					
229		2	Y1	A	2	import java.awt.event.*; is missing
230	Find Error in following code nd select correct code : import java.io.*; import java.awt.*; import java.awt.event.*; import java.applet.*; public class choiceeve extends Applet implements ItemListener {String m=" "; Choice os; public void init() {os=new Choice(); os.add("Windows 98"); os.add("Windows XP"); os.add("Windows Vista"); add(os); os.addItemListener(this); } public void itemValueChanged(ItemEvent e) {repaint(); } public void paint(Graphics g) { m="Selected OS:"+os.getSelectedItems(); g.drawString(m,10,60); } } /*<applet code="choiceeve.class" width=400 height=300> </applet> */	2	N	A	2	import java.io.*; import java.awt.*; import java.awt.event.*; import java.applet.*; public class choiceeve extends Applet implements ItemListener {String m=" "; Choice os; public void init() {os=new Choice(); os.add("Windows 98"); os.add("Windows XP"); os.add("Wind
231	Find error in following program. import java.awt.*; import java.applet.*; /*<applet code="choicedemo" width=300 height=180> </applet> */ public class ChoiceDemo extends Applet implements ItemListener { Choice os; String msg = ""; public void init() { os = new Choice(); os.add("Windows 98/XP"); os.add("Windows NT/2000"); add(os); add(browser); // register to receive item events os.addItemListener(this); } public void itemStateChanged(ItemEvent ie) { repaint(); } public void paint(Graphics g) { msg = "Current OS: "; msg += os.getSelectedItem(); g.drawString(msg, 6, 120); } }	2	N	A	2	both A and B
232	Find missing Lines in following Program. import java.awt.*; import java.io.*; import java.awt.event.*; import java.applet.*; public class ex7 extends Applet implements KeyListener { String msg =""; int X=10,Y=20; public void init() { addKeyListener(this); requestFocus(); } public void keyPressed(KeyEvent k) { showStatus("KeyDown"); int key=k.getKeyCode(); switch(key) { case KeyEvent.VK_UP: showStatus("UP KEY PRESSED"); break; } repaint(); } public void keyReleased(KeyEvent k) { showStatus("Key Up"); } public void paint(Graphics g) { g.drawString(msg,X,Y); } } /* <applet code =ex7 width =500 height =500> </applet> */ Figure:- 	2	Y1	U	2	public void keyTyped(KeyEvent k) { msg+=k.getKeyChar(); repaint();
233	Find missing statement in given code: import java.io.*; import java.awt.*; import java.awt.event.*; import java.applet.*; public class arith extends Applet implements ActionListener {Label l1,l2,l3; TextField t1,t2,t3; Button b1,b2; public void init() {l1=new Label("Number1:"); l2=new Label("Number2:"); l3=new Label("Result:"); t1=new TextField();t2=new TextField(); t3=new TextField();b1=new Button("Add"); b2=new Button("Sub"); b1.addActionListener(this); b2.addActionListener(this);	2	N	A	2	= missing

	add(l1);add(t1);add(l2);add(t2); add(l3);add(t3);add(b1);add(b2); }public void actionPerformed(ActionEvent e) {if(e.getSource()=b1) {int a=Integer.parseInt(t1.getText()); int b=Integer.parseInt(t2.getText()); int c=a+b; t3.setText(Integer.toString(c)); }}} /*<applet code="arith.class" width=400 height=300></applet>*/					
234	Find missing statements in order from top to end of the program import java,awt*; import java.awt.event.*; import java.applet.*; public class RadioDemo extends JApplet implements _____ { public void init() { Container c=getContentPane(); JRadioButton b1=new JRadioButton("Red"); JRadioButton b2=new JRadioButton("Blue"); b1.add_____(this); b2.add_____(this); c.add(b1); c.add(b2); ButtonGroup bg=new ButtonGroup(); bg.add(b1); bg.add(b2); } public void _____ { } }	2	N	A	2	ActionListener ,addActionListener,addActionListener,actionEvent(ActionEvent ae)
235	find out missing statement in following code import java.awt.*; import javax.swing.*; import java.applet.*; public class ass1 extends JApplet implements ItemListener { JTextAreajtf; JComboBoxjb; public void init() { Container ContentPane=getContentPane(); ContentPane.setLayout(new FlowLayout()); String alpha[]= {"A","B","C","D","E","F","G","H","I","J","K","L"}; JComboBox jb=new JComboBox(alpha); ContentPane.add(jb); jtf=new JTextArea(20,10); } public void itemStateChanged(ItemEvent IE) { String str=(String)IE.getItem(); jtf.append(str); } } /*<applet code="ass1.class" width="400" height="500" ></applet>*/	2	N	U	2	All of these
236	Find out the Error statement import java.applet.*; import java.awt.event.*; /* <applet code="InnerClassDemo" width=200 height=100> </applet> */ public class InnerClassDemo extends Applet { public void init() { addMouseListener(new MyMouseAdapter()); } class MyMouseAdapter { public void mousePressed(MouseEvent me) { showStatus("Mouse Pressed"); } } }	2	N	A	2	addMouseListener(new MyMouseAdapter()); class MyMouseAdapter
237	find out the errors in the following code if any and correct them: import java.awt.event.*; /* <applet code =" AdapterDemo" height = 250 width =350 ></applet>*/ public class Adapter Demo extends Applet { public void init () { addMouseListener (new Mouse Adapter() { int topX, bottom Y; public void Mousepressed (Mouseevent me) { topX = me.getX(); bottom Y me.get Y (); } public void mouse Released (MouseEvent me) Graphics g = AdapterDemo. this getGraphics (0; g. draw Rect(topX, bottomY, me.GetX()-topX, me. get Y ()-bottomY); } }); } }	2	N	A	2	public void mousePressed (MouseEvent me)
238	Find out the missing statement shown by _____in the following code import java.awt.event.*; import java.applet.*; public class AnnoymousDemoQ extends Applet { public void init() { _____ { public void mouseClicked(MouseEvent m) { showStatus("MOUSE CLICKED"); } }); } } /*<applet code=AnnoymousDemoQ.class width=500 height=500></applet>*/	2	N	A	2	addMouseListener(new MouseAdapter())
239	Find out the missing statements shown by _____in the following code. import java.awt.*; import java.awt.event.*; class ClosableFrame extends _____ { ClosableFrame(String s) { super(s); addWindowListener(new _____() { public void windowClosing(_____ w) { System.exit(0); } }); } public void paint(Graphics g) { g.drawString("My Frame",200,200); } public static void main(String args[]) { ClosableFrame f=new ClosableFrame("Hello"); f.setVisible(true); f.setSize(400,400); } }	2	N	A	2	Frame, WindowAdapter,WindowEvent
240	Find out which listener is used in following program:import java.awt.*; import java.awt.event.*; import java.applet.*; /* <applet code="TextFieldDemo" width=380 height=150> </applet> */ public class TextFieldDemo extends Applet implements _____ { TextField name, pass; public void init() { Label namep = new Label("Name: ", Label.RIGHT); Label passp = new Label("Password: ", Label.RIGHT); name = new TextField(12); pass = new TextField(8); pass.setEchoChar('?'); add(namep); add(name); add(passp); add(pass); name.addActionListener(this); pass.addActionListener(this); } public void actionPerformed(_____ ae) { repaint(); } public void paint(Graphics g) { g.drawString("Name: " + name.getText(), 6, 60); g.drawString("Selected text in name: " + name.getSelectedText(), 6, 80); g.drawString("Password: " + pass.getText(), 6, 100); } }	2	N	A	2	ActionListener
241	Find the error in the code public void itemStateChanged(ItemEvent ie) { l.setText(c.getSelectedItem()); }	2	N	A	2	No error
	Find the error in the following code import java.awt.*; import java.applet.*; public class Demo extends Applet implements ActionListener { public void init() { Button b=new					

242	Button(); add(b); b.addActionListener(); } public void actionEvent(Event ae) { showStatus("Button clicked"); } } 1) Button constructor is wrong 2) Error is addActionListener method 3)ActionListener method should be public void actionPerformed(Event ar) 4)ActionListener method should be public void actionPerformed(ActionEvent ae)	2	N	A	2	2 and 4 is true
243	Find the missing at ******** in following code. import java.awt.*; import java.applet.*; import java.awt.event.*; public class key extends Applet implements *******Listener { String msg=" "; public void init() { addKeyListener(this); } public void keyPressed(KeyEvent k) { showStatus("key pressed"); } public void keyReleased(KeyEvent k) { showStatus("key released"); } public void keyTyped(KeyEvent k) { showStatus("key typing"); } public void paint(Grapics g) { g.drawString(msg,80,100); } } /*<applet code="Key" width=600 height=600> </applet> */	2	N	A	2	Key
244	find the missing method following given code import java.awt.*; import java.awt.event.*; public class ButtonTest3 { public static void main(String[] args) { Frame f = new ButtonTestFrame("Button Test"); f.setSize(150, 100); f.setVisible(true); } } class ButtonTestFrame extends Frame { public ButtonTestFrame(String title) { super(title); setLayout(new FlowLayout()); Button b = new Button("Close window"); add(b); b.addActionListener(new ButtonListener()); addWindowListener(new WindowCloser()); } } class ButtonListener implements ActionListener { public void actionPerformed(ActionEvent evt) { System.exit(0); } } class WindowCloser extends WindowAdapter { public void _____(WindowEvent evt) { } }	2	N	A	2	windowClosing()
245	Find the missing statement for getting following output import java.awt.*; import javax.swing.*; import java.awt.event.*; public class Swing_Demo1 extends JApplet implements ActionListener { JButton b1,b2,b3,b4; JTextField t1; public void init() { Container c=getContentPane(); c.setLayout(new GridLayout(3,3)); t1=new JTextField(20); c.add(t1); ImageIcon i1=new ImageIcon("Sunset.jpg"); ImageIcon i2=new ImageIcon("Blue hills.jpg"); ImageIcon i3=new ImageIcon("Winter.jpg"); ImageIcon i4=new ImageIcon("Water lilies.jpg"); b2=new JButton(i2); b3=new JButton(i3); b4=new JButton(i4); b1.setActionCommand("Sunset image"); b2.setActionCommand("Blue hills"); b3.setActionCommand("Winter"); b4.setActionCommand("Water lilies"); b1.addActionListener(this); b2.addActionListener(this); b3.addActionListener(this); b4.addActionListener(this); c.add(b1); c.add(b2); c.add(b3); c.add(b4); } public void actionPerformed(ActionEvent ae) { if(ae.getSource()==b1) t1.setText(b1.getActionCommand()); if(ae.getSource()==b2) t1.setText(b2.getActionCommand()); if(ae.getSource()==b3) t1.setText(b3.getActionCommand()); if(ae.getSource()==b4) t1.setText(b4.getActionCommand()); } } Figure:- 	2	Y1	A	2	b1=new JButton(i1);
246	Find the missing statement in the program. /* <APPLET Code="InnerClassDemo" Width=200 Height=250> </APPLET> */ public class InnerClassDemo extends Applet { public void init() { addMouseListener(new MyMouseAdapter()); } class MyMouseAdapter extends MouseAdapter { public void mousePressed(MouseEvent me) { showStatus("Mouse Pressed") } } } }	2	N	A	2	Missing semicolon
247	Find the missing statement in the program. import java.applet.Applet; import java.awt.*; import java.awt.event.*; /* <APPLET CODE=textarea.class WIDTH=200 HEIGHT=200 > </APPLET> */ public class textarea extends Applet { TextArea textarea1; Button button1; public void init() { textarea1 = new TextArea("", 10, 20, TextArea.SCROLLBARS_BOTH); add(textarea1); button1 = new Button("Click Me!"); add(button1); button1.addActionListener(this); } public void actionPerformed (ActionEvent e) { String msg = "Hello from Java!"; if(e.getSource() == button1){	2	N	A	2	implements ActionListener

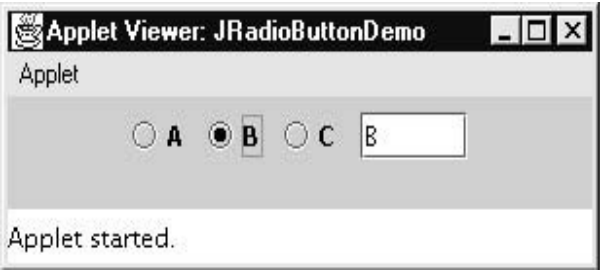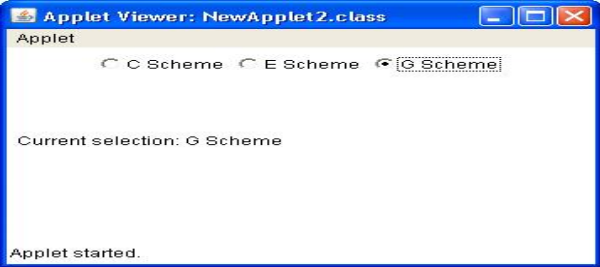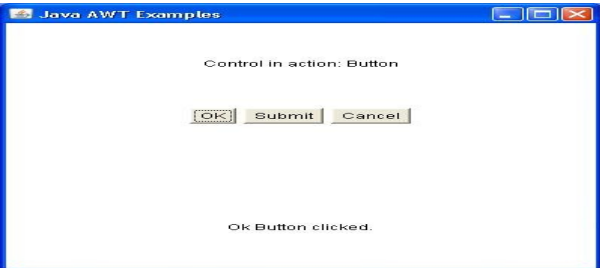|						
	textarea1.insert(msg, 0); } } }					
248	Find the statement in which there is error import java.awt.*; import java.applet.*; import java.awt.event.*; /*<applet code="DemoButton.class" height=500 width=500></applet>*/ public class DemoButton extends Applet implements ActionListener { String msg= " "; Button barr[]=new Button[3]; public void init() { Button yes=new Button ("YES"); Button no=new Button ("No"); Button undecided=new Button ("UNDECIDED"); barr[0]=(Button)add(yes); barr[1]= (Button)add(no); barr[2]=(Button)add(undecided); for(int i=0;i<3;i++) { barr.addActionListener(this); } } public void actionPerformed(ActionEvent ae) { for(int i=0;i<3;i++) { if(ae.getSource()==barr[i]) { msg=" You Pressed "+ barr[i].getLabel(); }//if end }//for end repaint(); }//method end public void paint(Graphics g) { g.drawString(msg ,100,100); } }	2	N	U	2	barr.addActionListener(this);
249	following code select the method that can be used to handle event. import java.awt.event.*; import java.awt.*; importjava.applet.*; public class checkbackg extends Applet implements ItemListener { Checkbox m1,m2,m3; public void init() { m1=new Checkbox("A"); m2=new Checkbox("B"); m3=new Checkbox("C"); add(m1); add(m2); add(m3); m1.addItemListener(this); m2.addItemListener(this); } public void _____(ItemEvent ie) { if(ie.getSource()==m1) setBackground(Color.red); if(ie.getSource()==m2) setBackground(Color.green); } } /*<applet code=checkbackg.class height=150 width=150> </applet>*	2	N	A	2	itemStateChanged(ItemEvent ie)
250	following is an example of what? Frame f=new Frame("MyFrame"); f.addWindowListener(new WindowAdapter() { public void windowClosing(WindowEvent we) {System.exit(0);}});	2	N	U	2	Code shows the use of Anonymous Inner class
251	Following program is the example of import java.applet.*; import java.awt.event.*; /* <applet code="ClassDemo" width=200 height=100> </applet> */ public class ClassDemo extends Applet {public void init() { addMouseListener(new MyMouseAdapter()); } class MyMouseAdapter extends MouseAdapter { public void mousePressed(MouseEvent me) { showStatus("Mouse Pressed"); } } }	2	N	A	2	Inner class
252	For displaying coordinates of moving mouse pointer on status bar of applet, in following programs which statements should be included? import java.applet.*; import java.awt.*; import java.awt.event.*; /* <applet code="MouseDemo" width=500 height=500> </applet> */ public class MouseDemo extends Applet { String msg1=""; int x,y; public void init() { addMouseMotionListener(new AdapterDemo()); addMouseListener(new AdapterDemo1()); } public void paint(Graphics g) { showStatus("Mouse Moved at"+" "+x+" "+y); g.drawString(msg1,50,50); } class AdapterDemo extends MouseMotionAdapter { public void mouseMoved(MouseEvent me) { x=me.getX(); y=me.getY(); } } class AdapterDemo1 extends MouseAdapter { public void mouseEntered(MouseEvent me) { msg1="Mouse Entered"; } } }	2	N	A	2	repaint() in public void mouseMoved(MouseEvent me){}
253	For the following code select correct statements to complete the code. import java.awt.*; import java.applet.*; import java.awt.event.*; /*<applet code=demo width=100 height=100> </applet> */ public class demo extends Applet implements _____ { Label l1,l2; Button b1; String msg=""; public void init() { l1=new Label("Label 1"); l2=new Label("Label 2"); b1=new Button("Enter"); add(l1); add(l2); add(b1); b1.addActionListener(this); } public void _____ { msg="U Have Pressed Enter Button"; repaint(); } public void paint(Graphics g) { g.drawString(msg,100,100); } }	2	N	A	2	ActionListener , actionPerformed(ActionEvent ae)
254	For the following code select the appropriate method. import java.awt.*; import java.awt.event.*; import java.applet.*; public class ButtonDemo extends Applet implements ActionListener { String msg=""; Button add,modify,delete; public void init() { add=new Button("ADD"); modify=new Button("MODIFY"); delete=new Button("delete"); add(add); add(modify); add(delete); add.addActionListener(this); modify.addActionListener(this); delete.addActionListener(this); } public void actionPerformed(ActionEvent ae) { String str=ae._____; if(str.equals("ADD")) { msg="You pressed ADD button"; } else if(str.equals("MODIFY")) { msg="You pressed MODIFY button"; } else { msg="You pressed DELETE button"; } repaint(); } public void paint(Graphics g) { g.drawString(msg, 6, 100); } }	2	N	A	2	getActionCommand()
	For the following code select the listener implemented by class import java.awt.*; import java.awt.event.*; import javax.swing.*; /* <applet code="JRadioEvent" width=300 height=100> </applet> */ public class JRadioEvent extends JApplet implements _____ { ButtonGroup grp; JRadioButton red,pink,green; JTextArea ta; public void init() { setLayout(new					

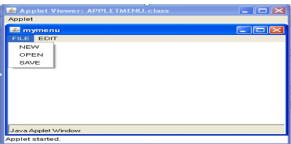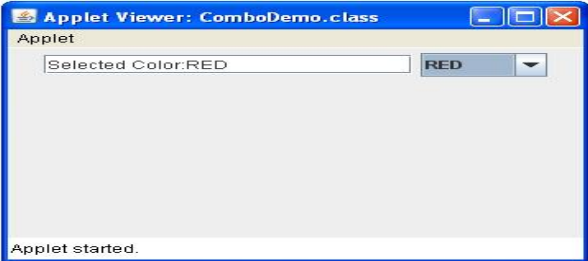|						
255	FlowLayout()); ta=new JTextArea(5,10); setupButtons(); addListeners(); add(red); add(pink); add(green); add(ta); } public void setupButtons() { red=new JRadioButton("Red"); pink=new JRadioButton("Pink"); green=new JRadioButton("Green"); grp=new ButtonGroup(); grp.add(red); grp.add(pink); grp.add(green); } public void addListeners() { red.addItemListener(this); pink.addItemListener(this); green.addItemListener(this); } public void itemStateChanged(ItemEvent ie) { Object src=ie.getSource(); if(ie.getStateChange()==ItemEvent.SELECTED) { if(src==red) ta.append("We like Red\n"); else if(src==pink) ta.append("We like Pink \n"); else ta.append("We like Green \n"); } } }	2	N	A	2	ActionListener
256	For the following code select the method that can be used to handle event import java.awt.*; import java.awt.event.*; import java.applet.*; /* <applet code="ScrollBbar1" width=300 height=200> </applet> */ public class ScrollBbar1 extends Applet implements AdjustmentListener { String msg = ""; Scrollbar red, blue,green; int r,g,b; Color c; public void init() { int max=255; c = new Color(0,0,0); setBackground(c); red = new Scrollbar(Scrollbar.HORIZONTAL,0, 1, 0, max); green = new Scrollbar(Scrollbar.HORIZONTAL,0, 1, 0, max); blue = new Scrollbar(Scrollbar.HORIZONTAL,0, 1, 0, max); add(red); add(green); add(blue); // register to receive adjustment events red.addAdjustmentListener(this); green.addAdjustmentListener(this); blue.addAdjustmentListener(this); } public void _____ { r=red.getValue(); g=green.getValue(); b=blue.getValue(); c = new Color(r,g,b); setBackground(c); } }	2	N	A	2	adjustmentValueChanged(AdjustmentEvent ae)
257	For the following code select the method that can be used to handle event import java.awt.*; import java.awt.event.*; class AEvent extends Frame implements ActionListener{ TextField tf; AEvent(){ tf=new TextField(); tf.setBounds(60,50,170,20); Button b=new Button("click me"); b.setBounds(100,120,80,30); b.addActionListener(this); add(b);add(tf); setSize(300,300); setLayout(null); setVisible(true); } public void actionPerformed(ActionEvent e){ tf.setText("Welcome"); } public static void main(String args[]){ new AEvent(); } } Figure:-	2	Y1	A	2	actionPerformed(ActionEvent e)
258	For the following code select the method that can be used to handle event import java.awt.*; import java.applet.*; import java.awt.event.*; public class ChoiceDemonstration extends Applet implements ItemListener{ private Choice c; public void init() { c= new Choice(); c.addItem("First"); c.addItem("Second"); c.addItem("Third"); c.addItemListener(this); this.add(c); } public void _____(ItemEvent ev) { String state ="deselected"; if(ev.getStateChange()== ItemEvent.SELECTED){ state = "Selected"; } System.out.println("ChoiceDemo:" + ev.getItem() +" " +state); } }	2	N	A	2	itemStateChanged(ItemEvent ev)
259	For the following code select the method that can be used to handle event so that we get proper output. import java.awt.*; import java.awt.event.*; import java.applet.*; public class DemoAdjustmentEvent extends Applet implements AdjustmentListener { Scrollbar sbRed,sbGreen,sbBlue; public void init() { sbRed=new Scrollbar(Scrollbar.VERTICAL,20,10,0,255); sbGreen=new Scrollbar(Scrollbar.VERTICAL,20,10,0,255); sbBlue=new Scrollbar(Scrollbar.VERTICAL,20,10,0,255); add(sbRed); add(sbGreen); add(sbBlue); sbRed.addAdjustmentListener(this); sbGreen.addAdjustmentListener(this); sbBlue.addAdjustmentListener(this); } public void_____ { int r=sbRed.getValue(); int g=sbGreen.getValue(); int b=sbBlue.getValue(); Color c=new Color(r,g,b); setBackground(c); } } /*<applet code="DemoAdjustmentEvent.class" width=300 height=300></applet>*/	2	N	U	2	adjustmentValueChanged(AdjustmentEvent ae)

260	For the following code select the method that can be used to handle event, and to get the output given in the figure. import java.applet.*; import java.awt.*; import java.awt.event.*; public class DemoKeyEvent extends Applet { char ch; public void init() { this.addKeyListener(new KeyAdapter() { public void_____ { ch=ke.getKeyChar(); repaint(); } }); } public void paint(Graphics g) { g.drawString("Character pressed is: "+ch,100,100); } } /*<applet code="DemoKeyEvent.class" width=300 height=300></applet>*/ Figure:- Applet Viewer: DemoKeyEvent.class Applet Character pressed is: H Applet started.	2	Y1	U	2	keyTyped(KeyEvent ke)
261	For the following code select the method that can be used to handle event. import java.awt.*; import java.awt.event.*; import java.applet.*; /* <applet code="SBDemo" width=300 height=200> </applet> */ public class SBDemo extends Applet implements AdjustmentListener, MouseMotionListener { String msg = ""; Scrollbar vertSB, horzSB; public void init() { int width = Integer.parseInt(getParameter("width")); int height = Integer.parseInt(getParameter("height")); vertSB = new Scrollbar(Scrollbar.VERTICAL,0, 1, 0, height); horzSB = new Scrollbar(Scrollbar.HORIZONTAL,0, 1, 0, width); add(vertSB); add(horzSB); vertSB.addAdjustmentListener(this); horzSB.addAdjustmentListener(this); addMouseMotionListener(this); } public void _____(AdjustmentEvent ae) { repaint(); } public void mouseDragged(MouseEvent me) { int x = me.getX(); int y = me.getY(); vertSB.setValue(y); horzSB.setValue(x); repaint(); } public void mouseMoved(MouseEvent me) { } public void paint(Graphics g) { msg = "Vertical: " + vertSB.getValue(); msg += ", Horizontal: " + horzSB.getValue(); g.drawString(msg, 6, 160); g.drawString("*", horzSB.getValue(), vertSB.getValue()); } }	2	N	A	2	adjustmentValueChanged
262	For the following code select the method that can be used to handle event. import java.awt.event.*; import java.awt.*; import java.applet.*; /* <applet code="ListDemo" width=300 height=180> </applet> */ public class ListDemo extends Applet implements ActionListener { List os, browser; String msg = ""; public void init() { os = new List(4, true); browser = new List(4, false); // add items to os list os.add("Windows XP"); os.add("Windows Vista"); os.add("Solaris"); os.add("Mac OS"); // add items to browser list browser.add("Internet Explorer"); browser.add("Firefox"); browser.add("Opera"); browser.select(1); // add lists to window add(os); add(browser); // register to receive action events os.addActionListener(this); browser.addActionListener(this); } public void _____ { repaint(); } // Display current selections. public void paint(Graphics g) { int idx[]; msg = "Current OS: "; idx = os.getSelectedIndexes(); for(int i=0; i<idx.length; i++) msg += os.getItem(idx[i]) + " "; g.drawString(msg, 6, 120); msg = "Current Browser: "; msg += browser.getSelectedItem(); g.drawString(msg, 6, 140); } }	2	N	A	2	actionPerformed(ActionEvent ae)
263	For the following code select the method that can be used to handle event. import java.applet.*; import java.awt.*; public class S1Q29 extends Applet implements TextListener{ Label l; TextField t1 ; String msg=""; public void init(){ t1 =new TextField(10); l = new Label("Enter String"); add(t1); t1.addTextListener(this); } public void _____{ msg = t1.getText(); repaint(); } public void paint(Graphics g){ g.drawString(msg,100,100); } } /* <applet code=checkbackg.class height=150 width=150> </applet>*/	2	N	U	2	textChanged(TextEvent e)
	For the following code select the method that can be used to handle event. import java.awt.*; import java.applet.*; import java.awt.event.*; /* <APPLET Code="ActionListenerTest" Width=300 Height=300> </APPLET> */ public class ActionListenerTest extends Applet implements ActionListener { Button b1,b2,b3,b4; public void init() { Font f=new Font("New Times					

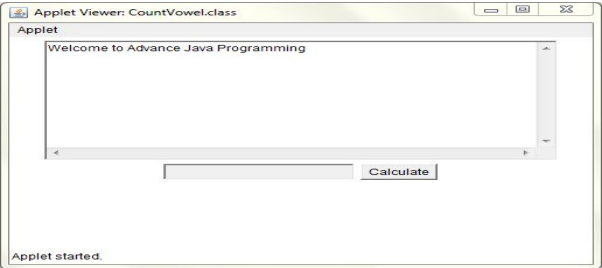|						
264	Roman",Font.BOLD,14); b1=new Button("RED"); b2=new Button("BLUE"); b3=new Button("GREEN"); b4=new Button("YELLOW"); b1.setFont(f); b2.setFont(f); b3.setFont(f); b4.setFont(f); setLayout(new BorderLayout()); add(b1,"North"); add(b2,"South"); add(b3,"East"); add(b4,"West"); b1.addActionListener(this); b2.addActionListener(this); b3.addActionListener(this); b4.addActionListener(this); } public void _____(ActionEvent ae) { if(ae.getSource()==b1) { b1.setBackground(Color.red); } if(ae.getSource()==b2) { b2.setBackground(Color.blue); } if(ae.getSource()==b3) { b3.setBackground(Color.green); } if(ae.getSource()==b4) { b4.setBackground(Color.yellow); } } }	2	N	A	2	actionPerformed(ActionEvent ae)
265	For the following code select the method that can be used to handle event. import java.awt.*; import java.applet.*; import java.awt.event.*; /*<applet code=exp.java width=400 height=400> </applet>*/ public class exp extends Applet implements ItemListener { Choice c; TextField t1,t2,t3; Label l1,l2,l3; public void init() { t1=new TextField(10); t2=new TextField(10); t3=new TextField(10); l1=new Label("Enter num"); l2=new Label("Second num"); l3=new Label("Result"); c=new Choice; c.add("addition"); c.add("subtraction"); add(l1); add(t1); add(l2); add(t2); add(l3); add(t3); add(c); c.addItemListener(this); } public void _____(ItemEvent e) { String s=c.getSelectedItem(); if(s.equals("addition")) { int n1=Integer.parseInt(t1.getText()); int n2=Integer.parseInt(t2.getText()); int n3=n1+n2; t3.setText(Integer.toString(n3)); } if(s.equals("subtraction")) { int n1=Integer.parseInt(t1.getText()); int n2=Integer.parseInt(t2.getText()); int n3=n1-n2; t3.setText(Integer.toString(n3)); } } }	2	N	A	2	itemStateChanged
266	For the following code select the method that can be used to handle event. import java.awt.*; import java.awt.event.*; import java.applet.*; /* <applet code="ButtonDemo" width=250 height=150> </applet> */ public class ButtonDemo extends Applet implements ActionListener { String msg = ""; Button yes, no, maybe; public void init() { yes = new Button("Yes"); no = new Button("No"); maybe = new Button("Undecided"); add(yes); add(no); add(maybe); yes.addActionListener(this); no.addActionListener(this); maybe.addActionListener(this); } public void ------------------(ActionEvent ae) { String str = ae.getActionCommand(); if(str.equals("Yes")) { msg = "You pressed Yes."; } else if(str.equals("No")) { msg = "You pressed No."; } else { msg = "You pressed Undecided."; } repaint(); } public void paint(Graphics g) { g.drawString(msg, 6, 100); } }	2	N	A	2	actionPerformed(ActionEvent ae)
267	For the following code select the method that can be used to handle event. import java.awt.*; import java.awt.event.*; import java.applet.*; import javax.swing.*; /*<applet code="simple" width=300 height=100>- </applet>*/ public class simple extends JApplet implements KeyListener { String msg=" "; int x=10,y=20; public void init() { addKeyListener(this); requestFocus(); } public void keyPressed(KeyEvent ke) { showStatus("key down"); } public void _____(KeyEvent ke) { showStatus("Key Up"); } public void keyTyped(KeyEvent ke) { msg+=ke.getKeyChar(); repaint(); } public void paint(Graphics g) { g.drawString(msg,x,y); } }	2	N	A	2	keyReleased(KeyEvent ke)
268	For the following code select the method that can be used to handle event. importjava.awt.event.*; import java.awt.*; importjava.applet.*; public class checkbackg extends Applet implements ItemListener { Checkbox m1,m2,m3; public void init() { m1=new Checkbox("A"); m2=new Checkbox("B"); m3=new Checkbox("C"); add(m1); add(m2); add(m3); m1.addItemListener(this); m2.addItemListener(this); } public void _____ { if(ie.getSource()==m1) setBackground(Color.red); if(ie.getSource()==m2) setBackground(Color.green); } } /*<applet code=checkbackg.class height=150 width=150> </applet>*/	2	N	A	2	C. itemStateChanged(ItemEvent ie)
269	For the following code select the method that can be used to handle event. import java.awt.*; import java.awt.event.*; import java.applet.*; public class scrl extends Applet implements AdjustmentListener { Scrollbar vsb,hsb; public void init() { int width=Integer.parseInt(getParameter("width")); int height=Integer.parseInt(getParameter("height")); vsb=new Scrollbar(Scrollbar.VERTICAL,0,1,0,height); hsb=new Scrollbar(Scrollbar.HORIZONTAL,0,1,0,width); add(vsb); add(hsb); vsb.addAdjustmentListener(this); hsb.addAdjustmentListener(this); } public void ----------------(---------Event ae) { repaint(); } public void paint(Graphics g) { msg="Vertical: "+vsb.getValue(); msg+="Horizontal: "+hsb.getValue(); g.drawString(msg,6,160); g.drawString("*",	2	N	A	2	adjustmentValueChanged(AdjustmentEvent ae)

hsb.getValue(),vsb.getValue()); } }

270	For the following code select the method that can be used to handle event. import java.awt.*; import java.awt.event.*; class AEvent extends Frame implements ActionListener{ TextField tf; AEvent(){ tf=new TextField(); tf.setBounds(60,50,170,20); Button b=new Button("click me"); b.setBounds(100,120,80,30); b.addActionListener(this); add(b); add(tf); setSize(300,300); setLayout(null); setVisible(true); } public void _____(ActionEvent e){ tf.setText("Welcome"); } public static void main(String args[]){ new AEvent(); } } Figure:-	2	Y1	A	2	actionPerformed(ActionEvent e)
271	For the following code select the method that can be used to handle event. importjava.awt.event.*; import java.awt.* ; import java.awt.applet.*; public class checkbackg extends Applet implements ItemListener{ Checkbox m1,m2,m3; public void init() { m1=new Checkbox("A"); m2=new Checkbox("B"); m3=new Checkbox("C"); add(m1); add(m2); add(m3); m1.addItemListener(this); m2.addItemListener(this); } public void _____(ItemEvent ie) { if(ie.getSource()==m1) setBackground(Color.red); if(ie.getSource()==m2) setBackground(Color.green); } } /*<applet code=	2	N	A	2	itemStateChanged(ItemEvent ie)
272	For the following code select the method that can be used to handle event. ? import java.awt.*; import java.applet.*; import java.awt.event.*; /*<applet code=ListDemo.class width=400 height=400></applet>*/ public class ListDemo extends Applet implements ItemListener { List l; String msg=""; public void init() { l=new List(2,true); l.add("Day"); for(int i=1;i<=31;i++) { l.add(i+""); } add(l); l.addItemListener(this); } public void _____ { repaint(); } public void paint(Graphics g) { int idx[]; idx=l.getSelectedIndexes(); for(int i=0;i<idx.length;i++) { msg=l.getItem(idx[i]); g.drawString(msg,20,i*10+20); } } }	2	N	A	2	itemStateChanged(ItemEvent e)
273	For the following code select the method that can be used to hanle event. import java.awt.*; import java.applet.*; /*<applet code= "scrolldemo" width =300 height=200> </applet>*/ Public class scrolldemo entends Applet implements AdjustmentListener { Label l; Scrollbar vsb,hsb; Public void init() { l=new Label("Scrollbar demo"); vsb=new Scrollbar(Scrollbar.VERTICAL,0,1,0,100); hsb=new Scrollbar(Scrollbar.HORIZONTAL,0,1,0,100); add(vsb); add(hsb); vsb.addAdjustmentListener(this); hsb.addAdjustmentListener(this); } public void _____(AdjustmentEvent ae) { l.setText("Vertical Scrollbar"+vsb.getValue()+" "+"Horizontal Scrollbar"+hsb.getValue()); } }	2	N	A	2	adjustmentValueChanged(AdjustmentEvent ae)
274	For the following code select the method that should fill in the blanks. import java.applet.Applet; import java.awt.*; import java.awt.event.*; public class NewApplet extends Applet implements ActionListener { Button b1,b2,b3; public void init() { b1=new Button("1"); b2=new Button("2"); b3=new Button("3"); add(b1); add(b2); add(b3); b1.addActionListener(this); b2.addActionListener(this); b3.addActionListener(this); } public void actionPerformed(ActionEvent e) { if(_____==b1) setBackground(Color.RED); else if (_____==b2) setBackground(Color.BLUE); else setBackground(Color.GREEN); }} /* <applet code=NewApplet.class height=150 width=150> </applet>*/	2	N	A	2	e.getSource()
	For the following code select the methods that can be used to handle event and register the event. importjava.awt.*; importjava.applet.*; /* <applet code="S1Q50.class" width=300 height=100> </applet> */ public class S1Q50 extends Applet implements MouseMotionListener {					

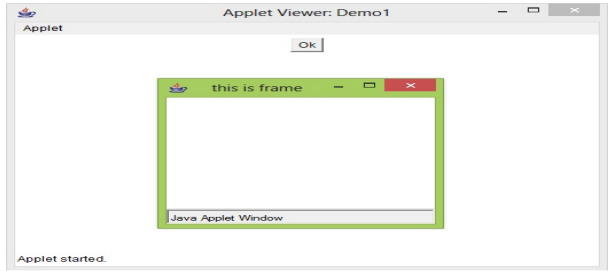| 275	String msg = ""; intmouseX = 0, mouseY = 0 public void init() { add------------(this); } public void ----------------(MouseEvent me) { mouseX = me.getX(); mouseY = me.getY(); msg = "*"; showStatus(" Mouse at " + mouseX + ", " + mouseY); repaint(); } public void ----------------(MouseEvent me) { showStatus("Mouse at " + me.getX() + ", " + me.getY()); } public void paint(Graphics g) { g.drawString(msg, mouseX, mouseY); } }	2	N	A	2	addMouseMotionListener(this), mouseMoved(MouseEvent e), mouseDragged(MouseEvent e),
276	For the following code which interface is use. importjava.awt.event.*; import java.awt.*; importjava.applet.*; public class checkbackg extends Applet implements _____ { Checkbox m1,m2,m3; public void init() { m1=new Checkbox("Windows xp"); m2=new Checkbox("Windows 7"); m3=new Checkbox("Windows vista"); add(m1); add(m2); add(m3); m1.addItemListener(this); m2.addItemListener(this); } public void itemStateChanged(ItemEvent ie) { if(ie.getSource()==m1) setBackground(Color.red); if(ie.getSource()==m2) setBackground(Color.green); } } /*<applet code=checkbackg.class height=150 width=150> </applet>*/	2	N	A	2	ItemListener
277	For the following code, fill up the correct listener name and event name. import java.awt.*; import java.awt.event.*; import java.applet.*; /* <applet code="SimpleKeyDemo" width=300 height=100> </applet> */ public class SimpleKeyDemo extends Applet implements _____ { String msg = ""; int X = 10, Y = 20; public void init() { addKeyListener(this); requestFocus(); } public void keyPressed(_____ ke) { showStatus("Key Down"); } public void keyReleased(_____ ke) { showStatus("Key Up"); } public void keyTyped(_____ ke) { msg += ke.getKeyChar(); repaint(); } public void paint(Graphics g) { g.drawString(msg, X, Y); } }	2	N	A	2	KeyListener, KeyEvent
278	For the following output complete the code given below. import java.awt.*; import java.awt.event.*; import javax.swing.*; /* <applet code="JRadioButtonDemo" width=300 height=50> </applet> */ public class JRadioButtonDemo extends JApplet implements ActionListener { JTextField tf; public void init() { Container contentPane = getContentPane(); contentPane.setLayout(new FlowLayout()); JRadioButton b1 = new JRadioButton("A"); b1.addActionListener(this); contentPane.add(b1); JRadioButton b2 = new JRadioButton("B"); b2.addActionListener(this); contentPane.add(b2); JRadioButton b3 = new JRadioButton("C"); b3.addActionListener(this); contentPane.add(b3); tf = new JTextField(5); contentPane.add(tf); ButtonGroup bg = new ButtonGroup(); bg.add(b1); bg.add(b2); bg.add(b3); } } Figure:-	2	Y1	U	2	public void actionPerformed(ActionEvent ae) { tf.setText(ae.getActionCommand()); }
279	For the following output window, what type of Event Listener and abstract method implementation should be done for event handling on the radiobutton? Figure:-	2	Y1	A	2	ActionListener, actionPerformed(ActionEvent e)

280	From given list which is not Listener Interface?	2	N	U	2	MousepressedListener
281	From given list which is not method of Mouse Listener?	2	N	U	2	mouseDragged()
282	From the following code find the correct occurence of key event. import java.awt.*; import java.awt.event.*; public class S1Q46 extends Frame implements KeyListener{ TextField t1; public S1Q46(){ setLayout(new FlowLayout()); t1= new TextField(10); t1.addKeyListener(this); add(t1); setVisible(true); } public void keyTyped(KeyEvent e) { System.out.println("Key Typed"); } public void keyPressed(KeyEvent e) { System.out.println("Key Pressed"); } public void keyReleased(KeyEvent e) { System.out.println("Key Released"); } public static void main(String arg[]){ S1Q46 s = new S1Q46(); }	2	N	A	2	Key Pressed Key Typed Key Released
283	getKeyChar() and getKeyCode() methods belongs to _____	2	N	A	2	KeyListener interface
284	getSource( ) method of ActionEvent retrieves:	2	N	U	2	Component object which generated event.
285	How can a dialog box be closed?	2	N	U	2	Using WindowListener
286	How many Button objects are required to get the following output Figure:-	2	Y1	A	2	3
287	How many checkboxes of following program are in checked state.? import java.awt.*; import java.awt.event.*; import java.applet.*; /* <applet code="CheckboxDemo" width=250 height=200> </applet> */ public class CheckboxDemo extends Applet implements ItemListener { String msg = ""; Checkbox winXP, winVista, solaris, mac; public void init() { winXP = new Checkbox("Windows XP", null, true); winVista = new Checkbox("Windows Vista"); solaris = new Checkbox("Solaris",true); mac = new Checkbox("Mac OS"); add(winXP); add(winVista); add(solaris); add(mac); }}	2	N	A	2	2
	How many component is used in following program :- import java.awt.*; import javax.swing.*; import java.applet.*; import java.awt.event.*; /* <applet code="Square" width=300 height=300> </applet> */ public class Square extends Applet implements ActionListener {					

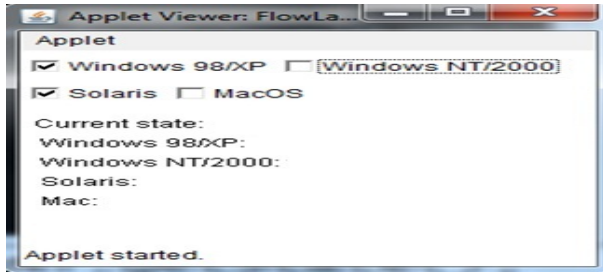| #	Question					
288	Button b1; Label l1,l2; TextField t1,t2; public void init() { l1=new Label("Enter the number"); l2=new Label("Square of number"); t1=new TextField(); t2=new TextField(); b1=new Button("Square"); setLayout(new GridLayout(3,2)); add(l1); add(t1); add(l2); add(t2); add(b1); b1.addActionListener(this); } public void actionPerformed(ActionEvent ae) {	2	N	A	2	5
289	Identify correct output for following program. import java.awt.*; import java.awt.event.*; import java.applet.*; public class ListDemo extends Applet implements ActionListener { List os; String msg = ""; public void init() { os = new List(4, false); os.add("Windows 98/XP"); os.add("Windows NT/2000"); os.add("Solaris"); os.add("MacOS"); os.select(1); add(os); os.addActionListener(this); } public void actionPerformed(ActionEvent ae) { repaint(); } public void paint(Graphics g) { msg = "Current OS: "; msg += os.getSelectedItem(); g.drawString(msg, 6, 140); } }	2	Y2	A	2	
290	Identify the components in the given output Figure:-	2	Y1	U	2	Applet,Frame,Menu,MenuItems,MenuBar
291	Identify the correct code for following output. Figure:-	2	Y1	A	2	TextField, ComboBox,ItemListener
292	Identify the correct code to handle event on Scrollbar?	2	N	A	2	import java.awt.*; import java.awt.event.*;
293	Identify the correct syntax	2	N	A	2	public void actionPerformed(ActionEvent ae)
294	Identify the correct syntax of adding MouseAdapter class to program?	2	N	A	2	addMouseListener(new MouseAdapter() { public void mousePressed(MouseEvent me) { x=me.getX(); y=me.getY(); } })
295	Identify the Error Statement in the Following Program import java.awt.*; import java.awt.event.*; import javax.swing.*; class ChangeBackClr extends JFrame { ChangeBackClr() { final Container oPane=getContainer(); addMouseListener(new MouseAdapter() { public void mouseClicked(MouseEvent me) { int iR=(int)(Math.random()*255); int iG=(int)(Math.random()*255); int iB=(int)(Math.random()*255); oPane.setBackcolor(new Color(iR,iG,iB)); } }); } }	2	N	U	2	All of the above.
	Identify the missing statement in the program? import java.awt.*; import java.awt.event.*; import java.applet.*; public class eventdemo extends Applet implements ActionListener { public					

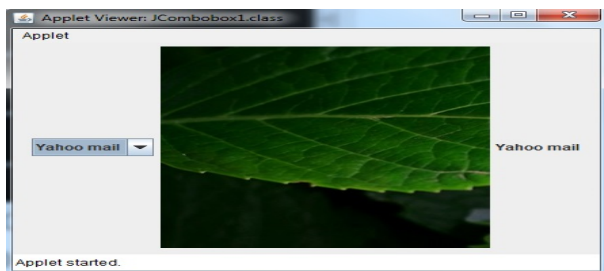| #	Question					Answer
296	void init() { Button b1= new Button("Click"); TextField t1=new TextField(); add(b1); add(t1); } public void actionPerformed(ActionEvent ae) { if(ae.getSource()==b1) { t1.setText(b1.getLabel()); } } }	2	N	A	2	b1.addActionlistener(this) should required in program

297	Identify the missing statements in the following code. Figure:-
	
	``
	import java.awt.*;
	import java.awt.event.*;
	public class ActionEventEx extends Frame implements ActionListener
	Button b1,b2;
	Panel p1;
	TextField f;
	    public ActionEventEx()
	    {
	    b1=new Button("Display");
	    b2=new Button("Reset");
	    p1=new Panel();
	    f=new TextField(40);
	    p1.add(b1);
	    p1.add(b2);
	    p1.add(f);
	    ....
	    setLayout(new BorderLayout());
	    add(p1,BorderLayout.NORTH);
	    setVisible(true);
	    setSize(600,200)
	    }
	    public static void main(String args[])
	    {
	    new ActionEventEx();
	    }
	    public void actionPerformed(ActionEvent e)
	    {
	    if (e.getSource()==b1) {
	    f.setText("we are genious");
	    }
	    else {
	    f.setText("We are smart");
	    }
	    }
	}
	``
		2	Y1	A	2	b1.addActionListener(this);b2.addActionListener(this);

298	Identify type of listener public class MouseEvents extends Applet implements _____ { String msg = ""; int mouseX = 0, mouseY = 0; public void init() { add_____(this); } public void mouseDragged(MouseEvent me) { mouseX = me.getX(); mouseY = me.getY(); msg = "*"; showStatus("Dragging mouse at " + mouseX + ", " + mouseY); repaint(); } public void mouseMoved(MouseEvent me) { showStatus("Moving mouse at " + me.getX() + ", " + me.getY()); } public void paint(Graphics g) { g.drawString(msg, mouseX, mouseY); } }	2	N	A	2	None of Above
299	Identify wrong method of KeyListener	2	N	U	2	keyDragged(KeyEvent ke)
300	If scroll bar is manipulated ....event will be notified.	2	N	U	2	AdjustmentEvent
301	If we close an applet window _____ events will be generated	2	N	U	2	WindowEvent
302	import java.applet.Applet; For the following code select the method that can be used to handle event import java.awt.*; import java.awt.event.*; /*<applet code="scr" width=300 height=300></applet>*/ public class scr extends Applet implements AdjustmentListener { Scrollbar r,g,b; public void init() { r=new Scrollbar(Scrollbar.HORIZONTAL,0,50,0,255); g=new Scrollbar(Scrollbar.HORIZONTAL,0,50,0,255); b=new Scrollbar(Scrollbar.HORIZONTAL,0,50,0,255); add(r); add(g); add(b); r.addAdjustmentListener(this); g.addAdjustmentListener(this); b.addAdjustmentListener(this); } public void _____ { Color c=new Color(r.getValue(),g.getValue(),b.getValue()); setBackground(c); }}	2	N	A	2	adjustmentValueChanged(AdjustmentEvent e)
303	import java.applet.Applet; import java.awt.*; import java.awt.event.*; /*<applet code="mlst" width=300 height=300></applet>*/ public class mlst extends Applet implements ActionListener { TextArea t1; List l1; public void init() { t1=new TextArea(" ",10,20,TextArea.SCROLLBARS_VERTICAL_ONLY); l1=new List(4,true); l1.add("sangamner"); l1.add("nasik"); l1.add("pune"); l1.add("mumbai"); add(l1); add(t1); l1.addActionListener(this); } public void actionPerformed(ActionEvent e) { if(e.getSource()==l1) for(int i=0;i<((String)l1.getSelectedItem()).length();i++) { t1.insert((String)l1.getSelectedItem(),0); }}}	2	N	A	2	Program will append the selected item in text area when list item is double clicked
304	import java.awt.*; import java.applet.*; public class myapplet extends Applet { public void paint(Graphics g) { g.drawString("A Simple Applet", 20, 20); } }	2	N	A	2	A Simple Applet
305	import java.awt.*; import java.applet.* class colordemo extends Applet implements ActionListener { String str=""; Button submit; public void init() { submit= new Button("Submit"); add(submit); submit.addActionListener(this); } public void actionPerformed(ActionEvent ae) { if(ae.getSource().equals(submit)) { setBackground(BLUE); } } }	2	Y2	A	2	
306	import java.awt.*; import java.applet.*; public class LayoutDemo5 extends Applet { public void init() { int i,j,k,n=4; setLayout(new BorderLayout()); Panel p1=new Panel(); Panel p2=new Panel(); p1.setLayout(new FlowLayout()); p1.add(new TextField(20)); p1.add(new TextField(20)); p2.setLayout(new GridLayout(5,3)); p2.add(new Button("OK")); p2.add(new Button("Submit")); add(p1,BorderLayout.EAST); add(p2,BorderLayout.WEST); } } /*<applet	2	N	A	2	The output is obtained in Applet with two layouts: Border layout and Layout

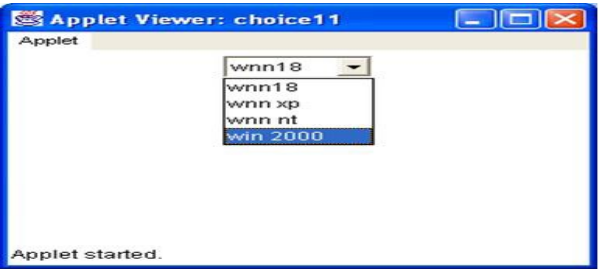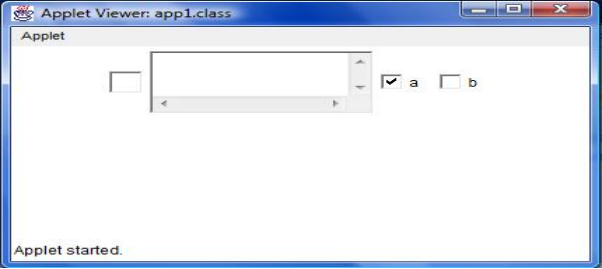|					
code=LayoutDemo5.class width=300 height=400> </applet>*/ What will be the out put of above program?					
307	import java.awt.*; import java.awt.event.*; import java.applet.*; /* <applet code="CountVowel.class" width=300 height=100> </applet> */ public class CountVowel extends Applet implements ActionListener { TextArea txtArea; TextField text; Button btn; public void init() { txtArea = new TextArea(); txtArea.setBounds(30,30,200,200); add(txtArea); text = new TextField(20); text.setBounds(30,240,100,30); text.setEditable(false); add(text); btn = new Button("Calculate"); btn.setBounds(150,230,70,30); add(btn); btn.addActionListener(this); } public void actionPerformed(ActionEvent ae) { if(ae.getSource() == btn) { String strTemp= txtArea.getText(); int count=0; for(int i=0;i<strTemp.length();i++) { if(strTemp.charAt(i)=='a'|| strTemp.charAt(i)=='A'|| strTemp.charAt(i)=='e'|| strTemp.charAt(i)=='E'|| strTemp.charAt(i)=='i'|| strTemp.charAt(i)=='I'|| strTemp.charAt(i)=='o'|| strTemp.charAt(i)=='O'|| strTemp.charAt(i)=='u'|| strTemp.charAt(i)=='U') { count++; } } String str=Integer.toString(count); text.setText(str); } } } What will be the Output? Figure:-	2	Y1	A	2	12
308	importjava.awt.*; importjava.applet.*; public class list2 extends Applet { public void init() { List l= new List(2,true); l.add("java"); l.add("c++"); l.add("kkk"); add(l); } } /*<applet code=list2.class height=200 width=200> </applet>*/	2	Y2	U	2	
309	In following Java program fill statement showing ***. Select any one option from given options import java.applet.Applet; import java.awt.*; import java.awt.event.*; public class CircleListener extends MouseAdapter { private int radius = 25; public void ******(MouseEvent event) { Applet app = (Applet)event.getSource(); Graphics g = app.getGraphics(); g.fillOval(event.getX()-radius,event.getY()-radius,2*radius,2*radius); } }	2	N	A	2	mousePressed()
310	In following Java program fill statement showing ***.Select any one option fro given options import java.awt.*; import java.awt.event.*; class AEvent extends Frame implements ******{ TextField tf; AEvent(){ tf=new TextField(); tf.setBounds(60,50,170,20); Button b=new Button("click me"); b.setBounds(100,120,80,30); b.addActionListener(this); add(b);add(tf); setSize(300,300); setLayout(null); setVisible(true); } public void ******(ActionEvent e){ tf.setText("Welcome"); } public static void main(String args[]){ new AEvent(); } }	2	N	A	2	ActionListener, actionPerformed
311	In following Java program fill statement showing ***.Select any one option from given options import java.awt.*; import java.awt.event.*; class AEvent extends Frame implements ********{ TextField tf; AEvent(){ tf=new TextField(); tf.setBounds(60,50,170,20); Button b=new Button("click me"); b.setBounds(100,120,80,30); b.addActionListener(this); add(b);add(tf); setSize(300,300); setLayout(null); setVisible(true); } public void actionPerformed(ActionEvent e) { tf.setText("Welcome"); } public static void main(String args[]){ new AEvent(); } }	2	N	A	2	ActionListener
312	In order to obtain currunt value of scrollbar at run time which method you will use	2	N	A	2	getValue()
313	In the following output, the frame window doesn't close by default. Pick up the correct code in order to close the frame. Figure:-	2	Y1	A	2	WindowListener

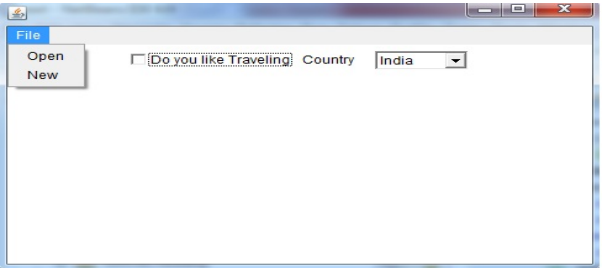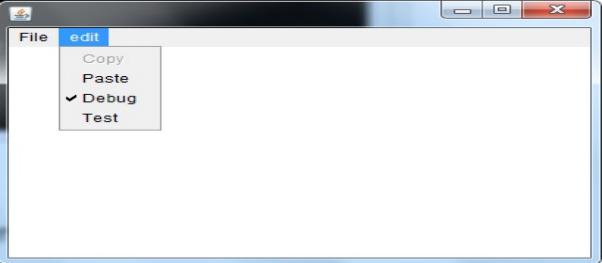| No.	Question					Answer
314	In which places can put the event handling code	2	N	U	2	All mentioned above
315	ItemListener Interface is applicable to?	2	N	A	2	All of this
316	itemStateChanged() method take which form from the following?	2	N	U	2	void itemStateChanged(Item ie)
317	Java packages such as _____ support the Event handling mechanism	2	N	A	2	all of these
318	KeyListener interface is applicable to keyboard only?	2	N	A	2	True
319	keyTyped(KeyEvent e) Called when a key on the keyboard is _____	2	N	U	2	pressed and then released
320	List control in AWT, generates …………………. Event on ……………… Click.	2	N	A	2	Both Options A and B correct.
321	Match The Pair ? 1) Button() a) AdjustmentListener 2) Scrollbar() b) Non Of Above 3) Checkbox() c) ItemListener 4) Label() d) ActionListener	2	N	U	2	1-d 2-a 3-c 4-b
322	MouseListener interface belongs which of the following methods?	2	N	U	2	mouseExited,mouseEntered,mousePressed,mouseClicked,mouseRele
323	Observe the Following Code… import java.awt.*; import java.awt.event.*; class TYIFEvent extends Frame implements ActionListener{ TextField tf; AEvent(){ tf=new TextField(); tf.setBounds(60,50,170,20); Button b=new Button("click me"); b.setBounds(100,120,80,30); b.addActionListener(this); add(b);add(tf); setSize(300,300); setLayout(null); setVisible(true); } public void actionPerformed(ActionEvent e){ tf.setText("Welcome"); } public static void main(String args[]){ new AEvent(); } }	2	N	A	2	This Program Handles the Event Within the class
324	Observe the following output and determine which component and listener is required? Figure:-	2	Y1	U	2	Button, frame, actionListener
325	Observe the following program …. import java.applet.Applet; import java.awt.Button; /* <applet code="DisableButtonExample" width=100 height=200> </applet> */ public class DisableButtonExample extends Applet{ public void init(){ Button Button1 = new Button("Ok"); Button Button2 = new Button("Cancel"); add(Button1); add(Button2); Button2.setEnabled(false); } }	2	N	A	2	The output will display Two buttons labelled "OK" and "Cancle"; The button with label "cancel" will b disabled
326	Observe the following program …. import java.applet.Applet; import java.awt.Button; /* <applet code="HideButtonExample" width=100 height=200> </applet> */ public class HideButtonExample extends Applet{ public void init(){ Button Button1 = new Button("Ok"); Button Button2 = new Button("Cancel"); //add Buttons add(Button1); add(Button2); Button2.setVisible(false); } }	2	N	A	2	The Program contains Two buttons labelled "OK" and "Cancle"; The button with label "cancel" will b not be displayed
	Observe the following program …. import java.awt.*; import javax.swing.*; public class					

327	MyFlowLayout{ JFrame f; MyFlowLayout(){ f=new JFrame(); JButton b1=new JButton("1"); JButton b2=new JButton("2"); JButton b3=new JButton("3"); JButton b4=new JButton("4"); JButton b5=new JButton("5"); f.add(b5);f.add(b4);f.add(b3);f.add(b2);f.add(b1); f.setLayout(new FlowLayout(FlowLayout.RIGHT)); //setting flow layout of right alignment f.setSize(300,300); f.setVisible(true); } public static void main(String[] args) { new MyFlowLayout(); } }	2	N	A	2	The output will display buttons in a sequence 5 4 3 2 1
328	Observe the following program .... import java.awt.Color; import javax.swing.*; public class TyifArea { JTextArea area; JFrame f; TyifArea() { f=new JFrame(); area=new JTextArea(300,300); area.setBounds(10,30,300,300); area.setBackground(Color.black); area.setForeground(Color.white); f.add(area); f.setSize(400,400); f.setLayout(null); f.setVisible(true); } public static void main(String[] args) { new TyifArea(); } }	2	N	A	2	The Output will Conatain a multiline textbox having background colou black
329	Pick the correct abstract method which belongs to MouseMotionListener interface	2	N	U	2	mouseDragged()
330	Pick the correct statement to register a button b for event handling	2	N	U	2	b.addActionListener(this);
331	Predict the output public class R1 extends Applet implements ItemListener { TextField t1, Checkbox c1; public void init() { c1 = new Checkbox(); add(c1); t1 = new TextField(); add(t1); } public void itemStateChanged(ItemEvent ie) { if(ae.getItemSelectable()==c1) t1.setText("Hi"); } }	2	N	A	2	Hi is printed in textfield
332	public void actionPerformed(ActionEvent ae) { if(ae.getSource().equals(submit)) { setBackground(Color.red); } } for above code Which event listner interface is need to import?	2	N	A	2	ActionListener
333	Referring to the above, what statement is added to itemStateChanged() so it will display "India" on selection of item? import java.applet.*; import java.awt.*; import java.awt.event.*; public class S1Q31 extends Applet implements ItemListener { Choice c; String msg=""; public void init() { c = new Choice(); c.add("India"); c.add("Nepal"); c.add("Sri Lanka"); c.addItemListener(this); } public void itemStateChanged(ItemEvent e) { repaint(); } public void paint(Graphics g){ g.drawString(msg,200, 200); } } } /* <applet code="combodemo" width=300 height=100> </applet> */	2	N	U	2	msg=(String) e.getItem();
334	Select correct Adapter class from given option for ******. import java.awt.*; import java.awt.event.*; import java.applet.*; /* <applet code="adapterdemo" width=300 height=100> </applet> */ public class adapterdemo extends Applet { public void init() { addMouseListener(new A()); } class A extends ********* { public void mousePressed(MouseEvent me) { showStatus("Mouse Pressed "); } } }	2	N	A	2	MouseAdapter
335	Select correct sequence of steps for selecting items which are specified in a Jtree a)The Clicked row is acquired by using GetRowForLoacation method b) Last componet of path is accquired by using getLastPathMethod. c) path specified row is acquired by using getpathForRow method.	2	N	U	2	a,c,b
336	select correct statement to get correct out? import javax.swing.*; import java.awt.*; import java.awt.event.*; public class SimpleGUI extends JFrame { private Container contentPane; private JTextField textField; private JButton ok, cancel; private JLabel feedback; private JPanel panel; public static void main(String[] args) { SimpleGUI gui = new SimpleGUI(); gui.pack(); gui.setVisible(true); } public SimpleGUI() { contentPane = getContentPane(); contentPane.setLayout(new GridLayout(3, 1)); textField = new JTextField(); textField.setColumns(22); contentPane.add(textField); panel = new JPanel(new FlowLayout()); ok = new JButton("OK"); cancel = new JButton("Cancel"); panel.add(ok); panel.add(cancel); contentPane.add(panel); feedback = new JLabel(); contentPane.add(feedback); setDefaultCloseOperation(EXIT_ON_CLOSE); } setDefaultCloseOperation(EXIT_ON_CLOSE); } }	2	N	A	2	ok.addActionListener(this); cancel.addActionListener(this); impleme ActionListener
337	Select currect sequence of current states of following output Figure:-	2	Y1	U	2	True,False,True,False

Applet Viewer: FlowLa...

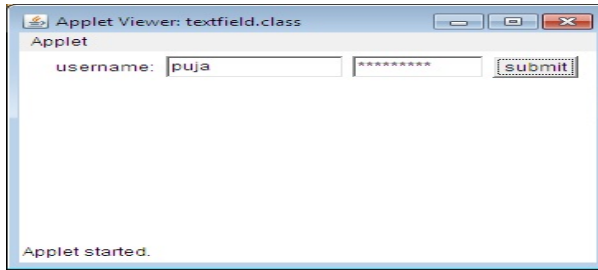|						
338	Select methods of checkBox calss.	2	N	A	2	All of these
339	Select missing lines in following code to get correct ouput . /*<applet code="demo2.class" width="310" height="160"></applet>*/ import java.awt.*; import javax.swing.*; import java.awt.event.*; public class demo2 extends JApplet implements ActionListener { public void init() { DefaultMutableTreeNode root=new DefaultMutableTreeNode("root"); DefaultMutableTreeNode tr1=new DefaultMutableTreeNode("1"); root.add(tr1); DefaultMutableTreeNode tr11=new DefaultMutableTreeNode("1-1"); tr1.add(tr11); DefaultMutableTreeNode tr111=new DefaultMutableTreeNode("1-1-1"); tr11.add(tr11); DefaultMutableTreeNode tr112=new DefaultMutableTreeNode("1-1-2"); tr11.add(tr112); DefaultMutableTreeNode tr12=new DefaultMutableTreeNode("1-2"); tr1.add(tr12); DefaultMutableTreeNode tr2=new DefaultMutableTreeNode("2"); root.add(tr2); root.add(tr2); JTree tr=new JTree(root); JScorllPane sp=new JScrollPane(tr); Container cp=getContentPane(); } }	2	N	A	2	cp.add(sp); tr.setEditable(true);
340	Select missing statement in following code /*<applet code="demo.class" width=300 height=200></applet>*/ import java.awt.*; import javax.swing.*; import java.awt.event.* public class demo extends JApplet implements ActionListener JMenuBar mb=new JMenuBar(); JMenu mn=new JMenu("Menu"); JMenuItem m1=new JMenuItem("Add Item"); JMenuItem m2=new JMenuItem("new Item"); public void init() { mn.add(m1); mb.add(mn); } public void actionPerformed(ActionEvent e) { mn.add(m2); } }	2	N	A	2	setJMenuBar(mb); m1.addActionListener(this);
341	select missing statement in following code /*<applet code="demo.class" width="310" hieght="140"></applet>*/ import java.awt;import javax.swing import java.awt.event public class demo extends Japplet implements ActionListner { JComboBox cb=new JComboBox(); public void init( ) { cb.addItem("List1"); cb.addItem("List 2"); cb.addItem("List 3"); Container cp=getContentPane(); } public void ActionPerformed(ActionEvent) { showStatus(cb.getSelectedItem()+"is selected"); } }	2	N	U	2	cb.addActinListener(this); and cp.add(cb);
342	Select missing statement of following code import java.awt.*; import java.awt.event.*; import java.applet.*; /* <applet code="SimpleKey" width=300 height=100> </applet> */ public class SimpleKey extends Applet implements KeyListener { String msg = ""; int X = 10, Y = 20; // output coordinates public void init() { addKeyListener(this); } public void keyPressed(KeyEvent ke) { showStatus("Key Down"); } public void keyReleased(KeyEvent ke) { showStatus("Key Up"); } // Display keystrokes. public void paint(Graphics g) { g.drawString(msg, X, Y); } }	2	N	U	2	public void keyTyped(KeyEvent ke) { msg += ke.getKeyChar(); repair }
343	Select Proper code for given output Figure:-	2	Y1	A	2	ItemListener

344	Select proper code for given output Figure:- 	2	Y1	A	2	import java.awt.*; import java.applet.*; public class ListDemo extend Applet { public void init() { List con=new List(); con.add("India"); con.add("Austrailia"); con.add("SouthAfrica"); add(con); } } /*<applet code="ListDemo.class" height=200
345	Select proper code for given output Figure:- 	2	Y1	A	2	importjava.awt.*; importjava.applet.*; public class choice11 extends Applet { public void init() { Choice os=new Choice(); os.add("wnn18"); os.add("wnnxp"); os.add("wnnnt"); os.add("win 2000"); add(os } /*<applet code="choice11" height=200 width=300&g </applet>*/
346	Select Proper Command to run following program import java.awt.*; import java.awt.event.*; class FrameDemo extends Frame { FrameDemo() { addWindowListener(new M()); } public static void main(String args[]) { FrameDemo f=new FrameDemo(); f.setSize(100,200); f.setTitle("Frame window"); f.setVisible(true); } public void paint(Graphics g) { g.drawString("this is a frame",100,200); } class M extends WindowAdapter { public void windowClosing(WindowEvent we) { System.exit(0); } } }	2	N	A	2	java FrameDemo
347	Select proper sequence of following classes used for writing menudriven program 1.Menu 2. MenuBar 3. MenuItem	2	N	A	2	2,1,3
348	Select sequence of the missing statements in the following program import java.awt.*; import java.awt.event.*; public class MenuDemo extends Frame implements _____ { MenuDemo() { MenuBar mbr = new MenuBar(); Menu filemenu = new Menu("File"); Menu editmenu = new Menu("Edit"); Menu viewmenu = new Menu("View"); mbr.add(filemenu); mbr.add(editmenu); MenuItem new1 = new MenuItem("New"); MenuItem open1 = new MenuItem("Open"); filemenu.add(new1); filemenu.add(open1); new1.********; open1.**********; } public static void main(String args[]) { MenuDemo m = new MenuDemo(); m.setSize(200,200); m.setTitle("Menu Demo Program"); m.setVisible(true); } public void _____ { if(new1=ae.getsource()) { System.out.println("You Pressed New menu Item"); } else if(ae.getSource()==open1) { System.out.println("You Pressed Open menu Item"); } } }	2	N	U	2	ActionListener addActionListener(this) actionPerformed(ActionEvent a
	Select the correct code for the output shown Figure:-					

349		2	Y1	U	2	import java.awt.*; import java.applet.*; public class app1 extends Ap { public void init() { TextField tf = new TextField(); TextArea t1=new TextArea(3,20); Checkbox c=new Checkbox("a",true); Checkbox c1=new Checkbox("b",false); add(tf); add(t1); add(c); add(c1); }
350	Select the correct combination	2	N	U	2	Button - ActionEvent Checkbox - ItemEvent List - ItemEvent,ActionEv
351	Select the correct output for the following program import java.awt.*; import java.awt.event.*; import javax.swing.*; import javax.swing.tree.*; /* <applet code="JTreeEvents" width=400 height=200> </applet> */ public class JTreeEvents extends JApplet { JTree tree; JTextField jtf; public void init() { // Get content pane Container contentPane = getContentPane(); contentPane.setLayout(new BorderLayout()); DefaultMutableTreeNode top = new DefaultMutableTreeNode("Options"); DefaultMutableTreeNode a = new DefaultMutableTreeNode("A"); top.add(a); DefaultMutableTreeNode a1 = new DefaultMutableTreeNode("A1"); a.add(a1); DefaultMutableTreeNode a2 = new DefaultMutableTreeNode("A2"); a.add(a2); DefaultMutableTreeNode b = new DefaultMutableTreeNode("B"); top.add(b); DefaultMutableTreeNode b1 = new DefaultMutableTreeNode("B1"); b.add(b1); DefaultMutableTreeNode b2 = new DefaultMutableTreeNode("B2"); b.add(b2); DefaultMutableTreeNode b3 = new DefaultMutableTreeNode("B3"); b.add(b3); tree = new JTree(top); int v = ScrollPaneConstants.VERTICAL_SCROLLBAR_AS_NEEDED; int h = ScrollPaneConstants.HORIZONTAL_SCROLLBAR_AS_NEEDED; JScrollPane jsp = new JScrollPane(tree, v, h); contentPane.add(jsp, BorderLayout.CENTER); jtf = new JTextField("", 20); contentPane.add(jtf, BorderLayout.SOUTH); tree.addMouseListener(new MouseAdapter() { public void mouseClicked(MouseEvent me) { doMouseClicked(me); } }); } void doMouseClicked(MouseEvent me) { TreePath tp = tree.getPathForLocation(me.getX(), me.getY()); if(tp != null) jtf.setText(tp.toString()); else jtf.setText(""); } }	2	Y2	A	2	S1Q47Option i
352	Select the Listeners needed for components shown in application. Figure:-	2	Y1	U	2	actionPerformed(ActionEvent e),itemStateChanged(ItemEvent e)
	Select the method used for Event Handle import java.awt.*; import java.awt.event.*; import java.applet.*; public class no extends Applet implements ActionListener { String msg=""; Button					

#	Question					
353	b1,b2,b3; public void init() { b1=new Button("Yes"); add(b1); b2=new Button("No"); add(b2); b3=new Button("Exit"); add(b3); b1.addActionListener(this); b2.addActionListener(this); b3.addActionListener(this); } public void _____ { String str=ae.getActionCommand(); if(str.equals("Yes")) { msg="You pressed Yes."; } else if(str.equals("No")) { msg="You pressed No."; } if(str.equals("Exit")) { msg="You pressed Exit."; } repaint(); } public void paint(Graphics g) { g.drawString(msg,6,100);} }	2	N	A	2	actionPerformed(ActionEvent ae)
354	Select the method used to determine the event ID that represents the natures of the event	2	N	U	2	public int getID()
355	Select the missing code in given statement import java.awt.*; import java.applet.*; /* <applet code="AdapterDemo" width=300 height=100> </applet> */ public class AdapterDemo extends Applet { public void init() { addMouseMotionListener(new MyMouseMotionAdapter(this)); } } class MyMouseAdapter extends MouseAdapter { AdapterDemo adapterDemo; public MyMouseAdapter(AdapterDemo adapterDemo) { this.adapterDemo = adapterDemo; } public void mouseClicked(MouseEvent me) { adapterDemo.showStatus("Mouse clicked"); } } class MyMouseMotionAdapter extends MouseMotionAdapter { AdapterDemo adapterDemo; public MyMouseMotionAdapter(AdapterDemo adapterDemo) { this.adapterDemo = adapterDemo; } public void mouseDragged(MouseEvent me) { adapterDemo.showStatus("Mouse dragged"); } }	2	N	U	2	both a & b
356	Select the missing code in the program for following output import java.awt.*; import java.awt.event.*; public class MenuD extends Frame { MenuD( ) { addWindowListener(new WindowAdapter(){ public void windowClosing(WindowEvent we) { System.exit(0); } }); } public static void main(String a[]) { MenuD m=new MenuD(); CheckboxMenuItem debug,test; m.setVisible(true); MenuBar mbr=new MenuBar(); m.setMenuBar(mbr); Menu file=new Menu("File"); Menu edit= new Menu("edit"); mbr.add(file); mbr.add(edit); MenuItem new1=new MenuItem("New"); MenuItem open=new MenuItem("Open"); file.add(new1); file.add(open); MenuItem copy=new MenuItem("Copy"); MenuItem paste=new MenuItem("Paste"); copy.setEnabled(false); edit.add(copy); edit.add(paste); debug =new CheckboxMenuItem("Debug"); test =new CheckboxMenuItem("Test"); edit.add(test); edit.add(debug); } } Figure:-	2	Y1	A	2	addItemListener(this);
357	Select the missing in the program import java.applet.*; import java.awt.*; import java.awt.event.*; public class textfield extends Applet implements ActionListener { TextField nm,psw; public void init() { Label nml=new Label("username:",Label.RIGHT); Label pswl=new Label("password:",Label.RIGHT); nm=new TextField(12); psw=new TextField(8); Button b=new Button("submit"); add(nml); add(nm); add(psw); add(b); nm.addActionListener(this); psw.addActionListener(this); b.addActionListener(this); } public void actionPerformed(ActionEvent ae) { repaint(); } } Figure:-	2	Y1	A	2	Method missing for password echo charachter

Applet Viewer: textfield.class
Applet
username: puja [*********] submit
Applet started.

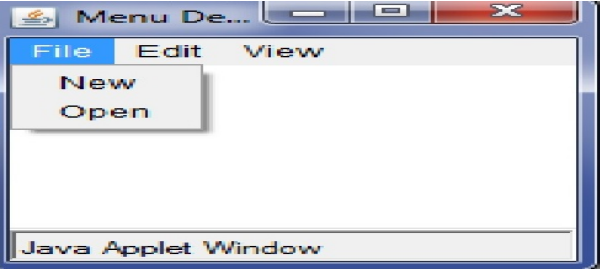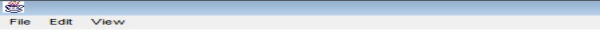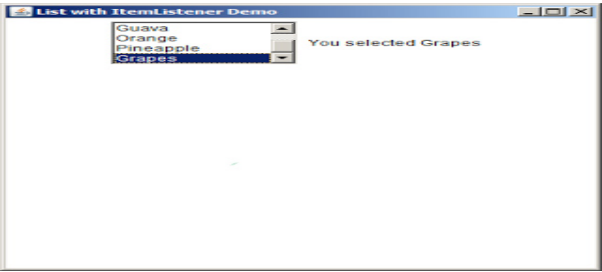| #	Question					Answer
358	Select the missing statement public class A1 extends Applet { Button b1; Label l1; public void init() { setLayout(new FlowLayout()); b1=new Button("Click"); l1=new Label(); add(l1); add(b1); } public void actionPerformed(ActionEvent ae) { if(ae.getSource()==b1) l1.setText("Hello"); } }	2	N	A	2	b1.addActionListener(this)
359	Select the missing statement public class A1 extends Applet { Button b1; Label l1; public void init() { setLayout(new FlowLayout()); b1=new Button("Click"); l1=new Label(); b1.addActionListener(this); public void actionPerformed(ActionEvent ae) { if(ae.getSource()==b1) l1.setText("Hello"); } }	2	N	A	2	add(l1); add(b1);
360	Select the missing statement in given code importjava.awt.*; importjava.applet.*; /* <applet code="mouse" width=300 height=100> </applet> */ public class mouse extends Applet implements MouseListener, MouseMotionListener { String msg = ""; intmouseX = 0, mouseY = 0 public void init() { } public void mouseClicked(MouseEvent me) { mouseX = 0; mouseY = 10; msg = "Mouse clicked."; repaint(); } public void mouseEntered(MouseEvent me) { mouseX = 0; mouseY = 10; msg = "Mouse entered."; repaint(); } public void mouseExited(MouseEvent me) { mouseX = 0; mouseY = 10; msg = "Mouse exited."; repaint(); } public void mousePressed(MouseEvent me) { mouseX = me.getX(); mouseY = me.getY(); msg = "Down"; repaint(); } public void mouseReleased(MouseEvent me) { mouseX = me.getX(); mouseY = me.getY(); msg = "Up"; repaint(); } public void mouseDragged(MouseEvent me) { mouseX = me.getX(); mouseY = me.getY(); msg = "*"; showStatus("Dragging mouse at " + mouseX + ", " + mouseY); repaint(); } public void mouseMoved(MouseEvent me) { showStatus("Moving mouse at " + me.getX() + ", " + me.getY()); } public void paint(Graphics g) { g.drawString(msg, mouseX, mouseY); } }	2	N	U	2	all of above
361	Select the missing statement in given code // Demonstrate the mouse event handlers. import java.awt.*; import java.applet.*; /* <applet code="mouse" width=300 height=100> </applet> */ public class mouse extends Applet implements MouseListener, MouseMotionListener { String msg = ""; intmouseX = 0, mouseY = 0; // coordinates of mouse public void init() { } // Handle mouse clicked. public void mouseClicked(MouseEvent me) { mouseX = 0; mouseY = 10; msg = "Mouse clicked."; repaint(); } // Handle mouse entered. public void mouseEntered(MouseEvent me) { mouseX = 0; mouseY = 10; msg = "Mouse entered."; repaint(); } // Handle mouse exited. public void mouseExited(MouseEvent me) { mouseX = 0; mouseY = 10; msg = "Mouse exited."; repaint(); } // Handle button pressed. public void mousePressed(MouseEvent me) { mouseX = me.getX(); mouseY = me.getY(); msg = "Down"; repaint(); } // Handle button released. public void mouseReleased(MouseEvent me) { mouseX = me.getX(); mouseY = me.getY(); msg = "Up"; repaint(); } // Handle mouse dragged. public void mouseDragged(MouseEvent me) { mouseX = me.getX(); mouseY = me.getY(); msg = "*"; showStatus("Dragging mouse at " + mouseX + ", " + mouseY); repaint(); } // Handle mouse moved. public void mouseMoved(MouseEvent me) { showStatus("Moving mouse at " + me.getX() + ", " + me.getY()); } // Display msg in applet window at current X,Y location. public void paint(Graphics g) { g.drawString(msg, mouseX, mouseY); } }	2	N	A	2	addMouseListener(this); addMouseMotionListener(this); import java.awt.event.*;
362	Select the missing statement in given code import java.lang.*; import java.awt.*; import java.applet.*; ------------------------ public class Exp1_3 extends Frame implements WindowListener { public Exp1_3() { String msg=""; Button b1=new Button("One"); TextArea t1=new TextArea("Welcome to javaProgramming"); setLayout(new FlowLayout()); add(b1); add(t1); -------------------- } public void windowClosing(WindowEvent we) { dispose(); System.exit(0); } public void windowClosed(WindowEvent we){} public void windowActivated(WindowEvent we){} public void windowDeactivated(WindowEvent we){}	2	N	U	2	All of Above

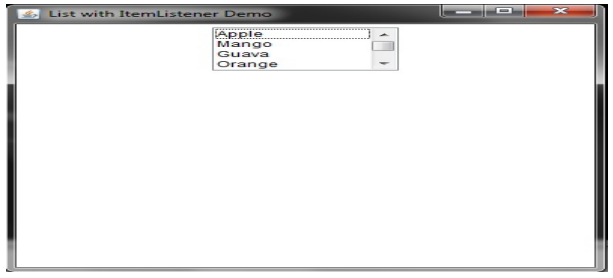|					
	public void windowIconified(WindowEvent we){} public void windowDeiconified(WindowEvent we){} ------------------- public static void main(String args[]) { Exp1_3 e1=new Exp1_3(); e1.setVisible(true);e1.setSize(200,200); } }					
363	Select the missing statement in given code import java.applet.*; import java.awt.event.*; import java.awt.*; public class MouseClickExample extends Applet implements MouseListener { int xpos; int ypos; int rect1xco,rect1yco,rect1width,rect1height; boolean mouseEntered; boolean rect1Clicked; public void init() { rect1xco = 20; rect1yco = 20; rect1width = 100; rect1height = 50; } public void paint(Graphics g) { g.setColor(Color.green); g.fillRect(rect1xco,rect1yco,rect1width,rect1height); g.setColor(Color.red); g.drawString("("+xpos+","+ypos+")",xpos,ypos); if (rect1Clicked) g.drawString("You clicked in the Rectangle",20,120); else g.drawString("You clicked outside of the rectangle",20,120); if (mouseEntered) g.drawString("Mouse is in the applet area",20,160); else g.drawString("Mouse is outside the Applet area",20,160); } public void mouseClicked (MouseEvent me) { xpos = me.getX(); ypos = me.getY(); if (xpos > rect1xco && xpos < rect1xco+rect1width && ypos >rect1yco && ypos < rect1yco+rect1height) rect1Clicked = true; else rect1Clicked = false; repaint(); } public void mousePressed (MouseEvent me) {} public void mouseReleased (MouseEvent me) {} public void mouseEntered (MouseEvent me) { mouseEntered = true; repaint(); } public void mouseExited (MouseEvent me) { mouseEntered = false; repaint(); } }	2	N	U	2	addMouseListener(this);
364	Select the missing statement in given code import javax.swing.*; import java.awt.event.*; import javax.swing.tree.*; import java.applet.*; public class exp5 extends JApplet { JTree tr; public void init() { Container ContentPane=getContentPane(); ContentPane.setLayout(new FlowLayout()); DefaultMutableTreeNode top=new DefaultMutableTreeNode("India"); DefaultMutableTreeNode mh=new DefaultMutableTreeNode("Maharashtra"); DefaultMutableTreeNode mb=new DefaultMutableTreeNode("Mumbai"); mh.add(mb); DefaultMutableTreeNode na=new DefaultMutableTreeNode("Nashik"); mh.add(na); DefaultMutableTreeNode wb=new DefaultMutableTreeNode("West Bengal"); top.add(wb); DefaultMutableTreeNode ap=new DefaultMutableTreeNode("Andra pradesh"); top.add(ap); DefaultMutableTreeNode tn=new DefaultMutableTreeNode("TamilNadu"); top.add(tn); DefaultMutableTreeNode ch=new DefaultMutableTreeNode("chennai"); tn.add(ch); DefaultMutableTreeNode kn=new DefaultMutableTreeNode("Karnataka"); top.add(kn); DefaultMutableTreeNode bg=new DefaultMutableTreeNode("Balgaum"); kn.add(bg); DefaultMutableTreeNode bl=new DefaultMutableTreeNode("Bangalore"); kn.add(bl); tr=new JTree(top); int v=ScrollPaneConstants.VERTICAL_SCROLLBAR_ALWAYS; int h=ScrollPaneConstants.HORIZONTAL_SCROLLBAR_ALWAYS; JScrollPane jsp=new JScrollPane(tr,v,h); ContentPane.add(jsp); tr.addMouseListener(new MouseAdapter() { public void MouseClicked(MouseEvent me) { doMouseClicked(me); } }); } void doMouseClicked(MouseEvent me) { TreePath tp=tr.getPathForLocation(me.getX(),me.getY()); } }	2	N	U	2	Both option A and B
365	Select the missing statement in given code import java.applet.*; import java.awt.event.*; import java.awt.*; public class adapter extends Frame { public adapter(){ setSize(200,300); setVisible(true); } public static void main(String aa[]) { new adapter(); } class MyAdapter extends WindowAdapter { public void windowClosing(WindowEvent me) { System.exit(0); } } }	2	N	U	2	addWindowListener(new MyAdapter());
366	Select the missing statement in given code import java.awt.*; import java.awt.event.*; import java.applet.*; /* <applet code="SimpleKey" width=300 height=100> </applet> */ public class SimpleKey extends Applet implements KeyListener { String msg = ""; int X = 10, Y = 20; // output coordinates public void init() { requestFocus(); // request input focus } public void keyPressed(KeyEvent ke) { showStatus("Key Down"); } public void keyReleased(KeyEvent ke) { showStatus("Key Up"); } public void keyTyped(KeyEvent ke) { msg += ke.getKeyChar(); repaint(); } // Display keystrokes. public void paint(Graphics g) { g.drawString(msg, X, Y); } }	2	N	U	2	addKeyListener(this);
367	Select the missing statement in given code import java.awt.*; import java.applet.*; /* <APPLET Code="ActionListenerTest" Width=300 Height=300> </APPLET> */ public class ActionListenerTest extends Applet implements ActionListener { Button b1,b2,b3,b4; public void init() { Font f=new Font("New Times Roman",Font.BOLD,14); b1=new Button("RED"); b2=new Button("BLUE"); b3=new Button("GREEN"); b4=new Button("YELLOW"); b1.setFont(f); b2.setFont(f); b3.setFont(f); b4.setFont(f); add(b1,"North"); add(b2,"South"); add(b3,"East"); add(b4,"West"); b2.addActionListener(this); b3.addActionListener(this); b4.addActionListener(this); } public void actionPerformed(ActionEvent ae) {	2	N	U	2	All of the above

	if(ae.getSource()==b1) { b1.setBackground(Color.red); } if(ae.getSource()==b2) { b2.setBackground(Color.blue); } if(ae.getSource()==b3) { b3.setBackground(Color.green); } if(ae.getSource()==b4) { b4.setBackground(Color.yellow); } } }				
368	Select the missing statement in given code import java.awt.*; import java.awt.event.*; class AEvent extends Frame implements ActionListener{ TextField tf; AEvent(){ tf=new TextField(); Button b=new Button("click me"); add(b); add(tf); setSize(300,300); setLayout(null); setVisible(true); } public void actionPerformed(ActionEvent e){ tf.setText("Welcome"); } public static void main(String args[]){ new AEvent(); } }	2	N	U	2	b.addActionListener(this);
369	Select the missing statement in given code import java.awt.*; import java.awt.event.*; import java.applet.*; /* <applet code="SimpleKey" width=300 height=100> </applet> */ public class SimpleKey extends Applet { String msg = ""; int X = 10, Y = 20; // output coordinates public void init() { addKeyListener(this); requestFocus(); // request input focus } public void keyPressed(KeyEvent ke) { showStatus("Key Down"); } public void keyReleased(KeyEvent ke) { showStatus("Key Up"); } public void keyTyped(KeyEvent ke) { msg += ke.getKeyChar(); repaint(); } // Display keystrokes. public void paint(Graphics g) { g.drawString(msg, X, Y); } }	2	N	U	2	implements KeyListener
370	Select the missing statement in given code import java.applet.*; import java.awt.event.*; import java.awt.*; /*<applet code=event1.class width=250 height=250> </applet>*/ public class event1 extends Applet implements ActionListener { TextField t1; TextField t2; TextField t3; Button b; public void init() { Label num1=new Label("enter number in textfield"); Label num2=new Label("enter number in textfield"); Label num3=new Label("addition of two number"); t1=new TextField(); t2=new TextField(); t3=new TextField(); b=new Button("add"); setLayout(new GridLayout(4,2)); add(num1); add(t1); add(num2); add(t2); add(num3); add(t3); add(b); b.addActionListener(this); } public void { if(ae.getSource()==b) { int n1=Integer.parseInt(t1.getText()); int n2=Integer.parseInt(t2.getText()); int sum=n1+n2; t3.setText(Integer.toString(sum)); } } }	2	N	U	2	actionPerformed(ActionEvent ae)
371	Select the missing statement in given code import java.awt.*; import java.awt.event.*; import java.applet.*; /* <applet code="ChoiceDemo" width=300 height=180> </applet> */ public class ChoiceDemo extends Applet implements ItemListener { Choice os, browser; String msg = ""; public void init() { // add items to os list os.add("Windows 98/XP"); os.add("Windows NT/2000"); os.add("Solaris"); os.add("MacOS"); // add items to browser list browser.add("Netscape 3.x"); browser.add("Netscape 4.x"); browser.add("Netscape 5.x"); browser.add("Netscape 6.x"); browser.add("Internet Explorer 4.0"); browser.add("Internet Explorer 5.0"); browser.add("Internet Explorer 6.0"); browser.add("Lynx 2.4"); browser.select("Netscape 4.x"); // add choice lists to window add(os); add(browser); // register to receive item events os.addItemListener(this); browser.addItemListener(this); } public void itemStateChanged(ItemEvent ie) { repaint(); } // Display current selections. public void paint(Graphics g) { msg = "Current OS: "; msg += os.getSelectedItem(); g.drawString(msg, 6, 120); msg = "Current Browser: "; msg += browser.getSelectedItem(); g.drawString(msg, 6, 140); } }	2	N	U	2	os = new Choice(); browser = new Choice();
372	Select the missing statement in the following code import java.awt.*; class AppWindow extends Frame { AppWindow(String title) { super(title; this.addWindowListener(new WindowAdapter() { public void windowClosing(WindowEvent we) { System.exit(0); } }); } public void paint(Graphics g) { g.drawString("First Application Window",50,100); } public static void main(String args[]) { AppWindow app=new AppWindow("First Window"); app.setSize(300,400); app.setVisible(true); } }	2	N	A	2	Missing import java.awt.event.*; package
373	Select the missing statement in the following code import java.awt.*; import java.awt.event.*; import java.applet.*; public class DemoChoice extends Applet { Choice ch; public void init() { ch=new Choice(); ch.add("A"); ch.add("B"); ch.add("C"); ch.addItemListener(this); } public void itemStateChanged(ItemEvent ie) { if(ie.getSource()==ch) showStatus(ch.getSelectedItem()); } } /*<applet code="DemoChoice.class" width=300 height=200></applet>*/	2	N	A	2	A and C are correct
	Select the missing statement in the given code import javax.swing.*; import java.awt.*; class CompDemo extends JFrame { public static void main(String[] args) { CompDemo jframe=new CompDemo(); cpane.setLayout(new FlowLayout(FlowLayout.CENTER,20,20)); jframe.setSize(300,300); jframe.setVisible(true); cpane.setBackground(Color.red); Label				

374	label1=new Label("Name"); cpane.add(label1); JTextField jtextfield=new JTextField(15); cpane.add(jtextfield); Label label2=new Label("Enter Address"); cpane.add(label2); JTextArea jtextarea=new JTextArea(5,10); cpane.add(jtextarea); Label label3=new Label("Enter Password"); cpane.add(label3); JPasswordField jpass=new JPasswordField(10); cpane.add(jpass); } }	2	N	U	2	Container cpane=jframe.getContentPane();
375	Select the missing statement in the program import java.awt.*; import java.awt.event.*; public class combodemo extends JApplet implementsItemListener { JLabeljl; ImageIconfrance, germany, italy, japan; public void init() { Container contentPane = getContentPane(); contentPane.setLayout(new FlowLayout()); JComboBoxjc = new JComboBox(); jc.addItem("France"); jc.addItem("Germany"); jc.addItem("Italy"); jc.addItem("Japan"); jc.addItemListener(this); contentPane.add(jc); contentPane.add(jl); } public void itemStateChanged(ItemEventie) { String s = (String)ie.getItem(); jl.setIcon(new ImageIcon(s + ".gif")); } }	2	N	A	2	import javax.swing.*;
376	Select the missing statement in the program import java.awt.*; import java.awt.event.*; import javax.swing.*; /* <applet code="combodemo" width=300 height=100> </applet> */ public class combodemo extends JApplet implementsItemListener { JLabeljl; ImageIconfrance, germany, italy, japan; public void init() { Container contentPane = getContentPane(); contentPane.setLayout(new FlowLayout()); JComboBoxjc = new JComboBox(); jc.addItem("France"); jc.addItem("Germany"); jc.addItem("Italy"); jc.addItem("Japan"); jc.addItemListener(this); contentPane.add(jc); contentPane.add(jl); } public void itemStateChanged(ItemEventie) { String s = (String)ie.getItem(); jl.setIcon(new ImageIcon(s + "star.gif")); } }	2	N	A	2	jl = new JLabel(new ImageIcon("star.gif"));
377	Select the missing statement in the program at ----------------------------- to get the following output import java.awt.*; import java.applet.*; import java.awt.event.*; /* <APPLET Code="EventExample" Width=200 Height=250> </APPLET> */ public class EventExample extends Applet implements ActionListener { Button b1; TextField t1; public void init() { b1=new Button("Message"); t1=new TextField(35); add(t1); add(b1); ---------------------------------- } public void actionPerformed(ActionEvent ae) { if(ae.getSource()==b1) { t1.setText("Event Handling in Java"); } } } Figure:-	2	Y1	A	2	b1.addActionListener(this)
378	Select the missing statement in the program at -----------------------------to get the following output import java.awt.*; import java.awt.event.*; import java.applet.*; public class Mouseclick extends Applet { int fs=10; int x=10; int i=1; public void init() { Button b = new Button("CLik"); add(b); -------------------------------------- } public void paint(Graphics g) { g.drawString("Hello Java",150,100+x); x=x+20; } class mouse extends MouseAdapter { public void mouseClicked(MouseEvent me) { if(i<=10) { Font f=new Font("Times new Roman",Font.BOLD,fs); fs=fs+2; Graphics g=getGraphics(); g.setFont(f); i++; paint(g); } } } } /*<applet code=Mouseclick width=500 height=500> </applet> */	2	N	A	2	b.addMouseListener(new mouse());
	Select the missing statement in the program for following output import java.awt.*; public class MenuDemo extends Frame { public static void main(String args[]) { MenuDemo m = new MenuDemo(); m.setVisible(true); MenuBar mbr = new MenuBar(); m.setMenuBar(mbr); Menu filemenu = new Menu("File"); Menu editmenu = new Menu("Edit"); Menu viewmenu = new Menu("View"); mbr.add(filemenu); mbr.add(editmenu); MenuItem new1 = new MenuItem("New"); MenuItem open1 = new MenuItem("Open"); filemenu.add(new1); filemenu.add(open1); } }					

379	Figure:-	2	Y1	A	2	mbr.add(viewmenu);
380	Select the missing statement in the program for following output import java.awt.*; public class MenuDemo extends Frame { public static void main(String args[]) { MenuDemo m = new MenuDemo(); m.setVisible(true); MenuBar mbr = new MenuBar(); m.setMenuBar(mbr); Menu filemenu = new Menu("File"); Menu editmenu = new Menu("Edit"); Menu viewmenu = new Menu("View"); mbr.add(filemenu); mbr.add(editmenu); MenuItem new1 = new MenuItem("New"); MenuItem open1 = new MenuItem("Open"); filemenu.add(new1); filemenu.add(open1); } } Figure:-	2	Y1	A	2	mbr.add(viewmenu);
381	Select the missing statement in the program for following output import java.awt.*; public class MenuDemo extends Frame { public static void main(String args[]) { MenuDemo m = new MenuDemo(); m.setVisible(true); MenuBar mbr = new MenuBar(); m.setMenuBar(mbr); Menu filemenu = new Menu("File"); Menu editmenu = new Menu("Edit"); Menu viewmenu = new Menu("View"); mbr.add(filemenu); mbr.add(editmenu); MenuItem new1 = new MenuItem("New"); MenuItem open1 = new MenuItem("Open"); filemenu.add(new1); filemenu.add(open1); } } Figure:-	2	Y1	A	2	mbr.add(viewmenu);

No.	Question					Answer
382	Select the missing statement in the program for following output import java.awt.*; public class MenuDemo extends Frame { public static void main(String args[]) { MenuDemo m = new MenuDemo(); m.setVisible(true); MenuBar mbr = new MenuBar(); _____ Menu filemenu = new Menu("File"); Menu editmenu = new Menu("Edit"); Menu viewmenu = new Menu("View"); mbr.add(filemenu); mbr.add(editmenu); MenuItem new1 = new MenuItem("New"); MenuItem open1 = new MenuItem("Open"); filemenu.add(new1); } }	2	N	A	2	mbr.add(viewmenu); m.setMenuBar(mbr);
383	Select the missing statement in the program for following output import java.awt.*; import java.awt.event.*; class ListAction extends Frame { List list; Label label; public ListAction() { setTitle("List with ItemListener Demo"); setSize(400,400); setLayout(new FlowLayout()); setLocationRelativeTo(null); setVisible(true); list=new List(); label=new Label(); list.add("Apple"); list.add("Mango"); list.add("Guava"); list.add("Orange"); list.add("Pineapple"); list.add("Grapes"); list.addItemListener(new ItemListener() { public void itemStateChanged(ItemEvent ie) { label.setText("You selected "+list.getSelectedItem()); } }); } public static void main(String args[]) { new ListAction(); } } Figure:-	2	Y1	A	2	Both option A and B
384	Select the missing statement in the program for following output import java.awt.*; import java.awt.event.*; class ListAction extends Frame { List list; Label label; public ListAction() { setTitle("List with ItemListener Demo"); setSize(400,400); setLayout(new FlowLayout()); setLocationRelativeTo(null); setVisible(true); list=new List(); label=new Label(); list.add("Apple"); list.add("Mango"); list.add("Guava"); list.add("Orange"); list.add("Pineapple"); list.add("Grapes"); list.addItemListener(new ItemListener() { public void itemStateChanged(ItemEvent ie) { label.setText("You selected "+list.getSelectedItem()); } }); } public static void main(String args[]) { new ListAction(); } } Figure:-	2	Y1	A	2	Both option A and B

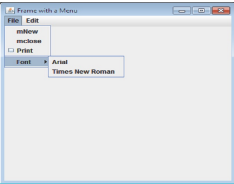|						
385	select the missing statement in the program for the following output import java.awt.*; import java.awt.event.*; import java.applet.*; /*<applet code=ColorChange width=250 height=300> </applet>*/ public class ColorChange extends Applet implements ActionListener { Button red; public void init() { red=new Button("RED"); add(red); } public void actionPerformed(ActionEvent e) { setBackground(Color.red); repaint(); } } Figure:-	2	Y1	U	2	red.addActionListener(this);
386	Select the missing statement in the program to get correct output. import java.awt.*; import javax.swing.*; /* <applet code="SqNoDemo" width=300 height=100> </applet> */ public class SqNoDemo extends JApplet implements ActionListener { Button b1; TextField t1,t2; Label l1,l2; public void init() { t1=new TextField(5); t2=new TextField(5); l1=new Label("Enter Number"); l2=new Label("Square of Number"); b1=new Button("Submit"); add(l1); add(t1); add(l2); add(t2); } public void actionPerformed(ActionEvent ie) { if(ie.getSource()==b1) { int no=Integer.parseInt(t1.getText()); int sq=no*no; t2.setText(Integer.toString(sq)); } } }	2	N	U	2	All the above
387	Select the missing statement in the program to get the correct output import java.awt.*; import java.applet.*; import java.awt.event.*; public class app extends Applet implements ActionListener { TextField t1,t2; Label l1,l2; Button b1; public void init() { t1=new TextField(15); t2=new TextField(15); l1=new Label("Enter a no"); l2=new Label("No is"); b1=new Button("Even/Odd"); add(l1); add(t1); add(l2); add(t2); add(b1); } public void actionPerformed(ActionEvent e) { if(e.getSource()==b1) { int a=Integer.parseInt(t1.getText()); if(a%2==0) { t2.setText("Even"); } else { t2.setText("Odd"); } } } }	2	N	A	2	b1.addActionListener(this);
388	Select the missing statement in the program to get the correct output import java.awt.*; import javax.swing.*; public class JScrollPaneDemo extends JApplet { public void init() { Container contentPane=getContentPane(); contentPane.setLayout(new BorderLayout()); JPanel jp=new JPanel(); jp.setLayout(new GridLayout(20,20)); int b=0; for(int i=0;i<20;i++) { for(int j=0;j<20;j++) { jp.add(new JButton("Button"+b)); ++b; } } int v=ScrollPaneConstants.VERTICAL_SCROLLBAR_AS_NEEDED; int h=ScrollPaneConstants.HORIZONTAL_SCROLLBAR_AS_NEEDED; --- contentPane.add(jsp,BorderLayout.CENTER); } }	2	N	A	2	JScrollPane jsp=new JScrollPane(jp,v,h);
	Select the missing statement in the program to get the following output importjava.awt.*; importjava.awt.event.*; importjavax.swing.*; /* <applet code="combodemo" width=300 height=100> </applet> */ public class combodemo extends JApplet implementsItemListener { JLabeljl; ImageIconfrance, germany, italy, japan; public void init() { Container contentPane = getContentPane(); contentPane.setLayout(new FlowLayout()); JComboBoxjc = new					

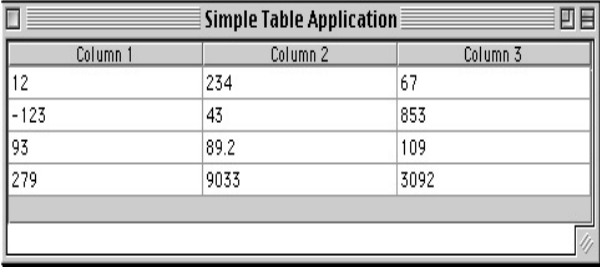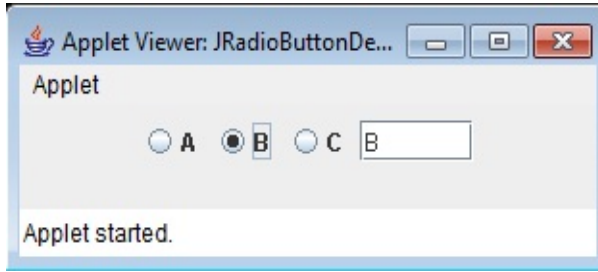| 389	JComboBox(); jc.addItem("France"); jc.addItem("Germany"); jc.addItem("Italy"); jc.addItem("Japan"); jc.addItemListener(this); contentPane.add(jc); contentPane.add(jl); } public void ----------------------------- { String s = (String)ie.getItem(); jl = new JLabel("star.gif"); jl.setIcon(new ImageIcon(s + ".gif")); } }	2	N	A	2	itemStateChanged(ItemEvent ie)
390	Select the missing statement in the program to get the following output importjava.awt.*; importjava.awt.event.*; importjavax.swing.*; /* <applet code="combodemo" width=300 height=100> </applet> */ public class combodemo extends JApplet implementsItemListener { JLabeljl; ImageIconfrance, germany, italy, japan; public void init() { Container contentPane = getContentPane(); contentPane.setLayout(new FlowLayout()); JComboBoxjc = new JComboBox(); jc.addItem("France"); jc.addItem("Germany"); jc.addItem("Italy"); jc.addItem("Japan"); jc.addItemListener(this); contentPane.add(jc); contentPane.add(jl); } public void itemStateChanged(ItemEvent ie) { String s = (String)ie.getItem(); jl = new JLabel("star.gif"); jl.setIcon(new ImageIcon(s + ".gif")); } } C. jl = new JLabel(ImageIcon("star.gif")); D. JLabel(new ImageIcon("star.gif")); Figure:-	2	Y1	A	2	itemStateChanged(ItemEvent ie)
391	Select the missing statement in the program. import java.awt.event.*; import javax.swing.*; public class S1Q47 extends JFrame implements ************** { JRadioButton rb1,rb2; String msg; public S1Q47() { rb1 = new JRadioButton("Select Me") ; rb1.addActionListener(this); rb2 = new JRadioButton("Select Me") ; rb2.*************(this); add(rb1); add(rb2); setVisible(true); setSize(200,200); setDefaultCloseOperation(S1Q47.EXIT_ON_CLOSE); } public void ********** { System.out.println("Radion button selected"); } public static void main(String arg[]) { S1Q47 s = new S1Q47(); } } }	2	N	A	2	ActionListener,addActionListener,actionPerformed(ActionEvent e)
392	Select the missing statements at ---------------------- for following program: import java.awt.*; import java.applet.*; ------------------------ public class Sample extends Applet implements ActionListener, ItemListener { Checkbox check; Button b; public void init() { check=new Checkbox("AJP"); b=new Button("OK"); add(check); add(b); ------------------- ------------------- } public void itemStateChanged(ItemEvent ie) { repaint(); } public void actionPerformed(ActionEvent ae) { setBackground(Color.red); } public void paint(Graphics g) { if(check.getState()==true) { g.drawString(check.getLabel()+" is selected",10, 120); } else { g.drawString(check.getLabel()+" is not selected",10, 120); } } }	2	N	U	2	import java.awt.event.*; check.addItemListener(this); b.addActionListener(this);
393	Select the missing statements at ----------------------in bellow program import java.awt.*; import java.awt.event.*; import java.applet.*; /*<applet code=keydemo width=400 height=400> </applet>*/ public class keydemo extends Applet implements KeyListener { String msg=""; int i=0; public void init() { ----------------------------- } public void keyPressed(KeyEvent e) { ---------------------------- msg=e.getKeyChar()+""; repaint(); switch(i) { case KeyEvent.VK_UP: showStatus("up key pressed"); break; case KeyEvent.VK_DOWN: showStatus("Down key pressed"); break; case KeyEvent.VK_ENTER: showStatus("Enter key pressed"); break; case KeyEvent.VK_LEFT: showStatus("left key pressed"); break; case KeyEvent.VK_RIGHT: showStatus("right key pressed"); break; default : showStatus("nothing to print"); } } public void keyReleased(KeyEvent e) { showStatus("Key released"); } public void keyTyped(KeyEvent e) { msg=e.getKeyChar()+""; repaint(); } public void paint(Graphics g) { g.drawString(msg,100,100); } }	2	N	U	2	both A and B
	Select the missing statements in given code import java.awt.*; import java.applet.*; /* <applet code="mouse" width=300 height=100> </applet> */ public class mouse extends Applet					

394	implements MouseMotionListener { String msg = ""; intmouseX = 0, mouseY = 0 public void init() { } public void mouseDragged(MouseEvent me) { mouseX = me.getX(); mouseY = me.getY(); msg = "*"; showStatus("Dragging mouse at " + mouseX + ", " + mouseY); repaint(); } public void mouseMoved(MouseEvent me) { showStatus("Moving mouse at " + me.getX() + ", " + me.getY()); } public void paint(Graphics g) { g.drawString(msg, mouseX, mouseY); } }	2	N	U	2	import java.awt.event.*; addMouseMotionListener(this)
395	Select the missing statements in the following code import java.awt.*; import java.applet.*; import java.awt.event.*; public class SquareDemo extends Applet implements ActionListener { Label l1,l2; TextField t1,t2; Button b1,b2; public void init() { l1=new Label("Enter First NO."); l2=new Label("Square"); ---------------------------- t2=new TextField(); b1=new Button("Calculate"); b2=new Button("Clear"); l1.setBounds(50,50,100,40); l2.setBounds(50,100,100,40); t1.setBounds(170,50,100,30); t2.setBounds(170,100,100,30); b1.setBounds(100,200,100,40); b2.setBounds(210,200,100,40); add(l1);add(l2); add(t1);add(t2); add(b1);add(b2); ---------------------------- b2.addActionListener(this); } public void actionPerformed(ActionEvent a) { if(a.getSource()==b1) { int no=Integer.parseInt(t1.getText()); t2.setText(""+(no*no)); } else { t1.setText(""); t2.setText(""); } } } /*<applet code=SquareDemo.class width=500 height=500></applet>*/	2	N	A	2	t1=new TextField(); b1.addActionListener(this);
396	Select the Missing Statment in Program import java.awt.*; import java.awt.event.*; import java.applet.*; /* <applet code="ButtonDemo" width=250 height=150> </applet> */ public class ButtonDemo extends Applet implements ActionListener { String msg = ""; Button yes, no, maybe; public void init() { yes = new Button("Yes"); no = new Button("No"); maybe = new Button("Undecided"); ------------------------ ---------------------- ----------------------- yes.addActionListener(this); no.addActionListener(this); maybe.addActionListener(this); } public void actionPerformed(ActionEvent ae) { String str = ae.getActionCommand(); if(str.equals("Yes")) { msg = "You pressed Yes."; } else if(str.equals("No")) { msg = "You pressed No."; } else { msg = "You pressed Undecided."; repaint(); } } public void paint(Graphics g) { g.drawString(msg, 6, 100); } }	2	N	U	2	add(yes); add(no); add(maybe);
397	Select the proper code for the problem statement given below: Problem statement: Develope a prgram to display a button with a image icon on it using swing.The image on the button will change when the button is clicked.	2	N	A	2	import java.awt,*; import java.awt.event.*; import javax.swing.*; pu class JBuutonDemo extends JApplet implements ActionListener { ImageIcon clock; ImageIcon draw; JButton b1; public void init() { clock=new ImageIcon("i1.jpeg"); draw=new ImageIcon(i2.jpeg"); b1=new JButton(clock); } public void actionPerformed(ActionEvent ae) { b1.setIcon(draw); }
398	Select the proper command to run the following code import java.awt.*; import java.applet.*; import java.awt.event.*; /*<applet code=fact.java width=400 height=400> </applet>*/ public class fact extends Frame implements ActionListener { TextField t1,t2; Label l1,l2; Button b1; fact(String title) { super(title); t1=new TextField(20); t2=new TextField(20); l1=new Label("ENTER NO"); l2=new Label("output"); b1=new Button("find factorial"); setLayout(new GridLayout(3,2)); add(l1); add(t1); add(l2); add(t2); add(b1); b1.addActionListener(this); addWindowListener(new WindowAdapter() { public void windowClosing(WindowEvent e) { System.exit(0); } }); } public static void main(String args[]) { fact f=new fact("factorial example"); f.setVisible(true); f.setSize(300,300); } public void actionPerformed(ActionEvent ae) { String s; int n; int fact=1; String s1=ae.getActionCommand(); if(s1.equals("find factorial")) { s=t1.getText(); n=Integer.parseInt(s); for(int i=1;i<=n;i++) { fact=fact*i; s=""+fact; t2.setText(s); } } } }	2	N	A	2	java fact
399	Select the proper command to run the following code import java.awt.*; import java.awt.event.*; import javax.swing.*; import java.applet.*; /* <applet code="combodemo11" width=300 height=100> </applet> */ public class combodemo11 extends JApplet { public void init() { Container co = getContentPane(); co.setLayout(new FlowLayout()); JComboBox jc=new JComboBox(); jc.addItem("cricket"); jc.addItem("football"); jc.addItem("hockey"); jc.addItem("tennis"); co.add(jc); } }	2	N	A	2	appletviewer combodemo11.java
400	Select the proper method at _____ import java.awt.*; import java.applet.*; import java.awt.event.*; public class applet2 extends Applet implements ActionListener { public void init() { Button r=new Button("RED"); r.addActionListener(this); Button g=new Button("GREEN"); g.addActionListener(this); Button b=new Button("BLUE"); b.addActionListener(this); add(r); add(g); add(b); } public void actionPerformed(ActionEvent arg) { String click=arg._____(); if(click.equals("RED")) setBackground(Color.red); else if(click.equals("GREEN")) setBackground(Color.green); else	2	N	U	2	getActionCommand()

	if(click.equals("BLUE")) setBackground(Color.blue); } }					
401	Select the proper method that can be used to handle the event import javax.swing.*; import java.awt.*; import java.awt.event.*; public class JRadioDemo extends JApplet implements ActionListener { JRadioButton r1,r2,r3; Container c; public void init() { c=getContentPane(); c.setLayout(new FlowLayout()); r1=new JRadioButton("Red"); r2=new JRadioButton("Green"); r3=new JRadioButton("Blue"); ButtonGroup b=new ButtonGroup(); b.add(r1);b.add(r2);b.add(r3); c.add(r1);c.add(r2);c.add(r3); r1.addActionListener(this); r2.addActionListener(this); r3.addActionListener(this); } public void _____ { if(a.getSource()==r1) c.setBackground(Color.RED); else if(a.getSource()==r2) c.setBackground(Color.GREEN); else c.setBackground(Color.BLUE); } } /* <applet code=JRadioDemo.class width=500 height=500></applet>*/	2	N	A	2	actionPerformed(ActionEvent a)
402	Select the proper method to handle event in the following program. import java.awt.*; import java.awt.event.AdjustmentEvent; import java.awt.event.AdjustmentListener; import java.awt.event.WindowAdapter; import java.awt.event.WindowEvent; public class AdjustmentEventExample { public static void main(String[] args) { Frame frame = new Frame("AdjustmentEventExample"); Label label = new Label("Welcome To Java Programing"); Scrollbar h = new Scrollbar(Scrollbar.HORIZONTAL, 30, 20, 0, 300); Scrollbar v = new Scrollbar(Scrollbar.VERTICAL, 30, 40, 0, 300); frame.setLayout(new BorderLayout()); frame.add(h, BorderLayout.SOUTH); frame.add(v, BorderLayout.EAST); frame.add(label, BorderLayout.CENTER); AdjustmentListener ad = new MyAdjustmentListener(); h.addAdjustmentListener(ad); v.addAdjustmentListener(ad); frame.setSize(400, 400); frame.setVisible(true); frame.addWindowListener(new WindowAdapter() { public void windowClosing(WindowEvent e) { System.exit(0); } }); } } class MyAdjustmentListener implements AdjustmentListener { public void _____ { System.out.println(ae.getValue()); } }	2	N	U	2	adjustmentValueChanged(AdjustmentEvent ae)
403	select the proper methods of mouse motion listener	2	N	U	2	void mouseMoved(MouseEvent me)
404	Select the proper output for following code import java.awt.BorderLayout; import java.awt.event.ActionEvent; import java.awt.event.ActionListener; import javax.swing.JButton; import javax.swing.JFrame; import javax.swing.JProgressBar; public class JProgressBarDemo extends JFrame { JProgressBar bar = new JProgressBar(); JButton step = new JButton("Step"); public JProgressBarDemo() { setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE); step.addActionListener(new ActionListener() { public void actionPerformed(ActionEvent e) { int value = bar.getValue() + 7; if (value > bar.getMaximum()) { value = bar.getMaximum(); } bar.setValue(value); } }); getContentPane().add(bar, BorderLayout.NORTH); getContentPane().add(step, BorderLayout.EAST); pack(); setVisible(true); } public static void main(String arg[]) { new JProgressBarDemo(); } }	2	Y2	A	2	
405	Select the proper output for following code import java.applet.Applet; import java.awt.*; import java.applet.*; public class xyz extends Applet { public void init() { Button b1= new Button("Yes"); add(b1); Button b2= new Button("No"); add(b2); } } /*<applet code=button.class height=200 width=200> </applet>*/	2	Y2	U	2	A
406	Select the proper output for following code import java.awt.*; import java.applet.*; public class S1Q31 extends Applet{ Button b1,b2; TextField t1,t2; Checkbox ch1,ch2; public void init() { setLayout(new GridLayout(3,2)); b1=new Button("Welcome"); b2=new Button("Java"); t1=new TextField("to",10); t2=new TextField("Programing",10); ch1=new Checkbox("Like"); ch2=new Checkbox("Unlike"); add(b1); add(t1); add(b2); add(t2); add(ch1); add(ch2); } } /*<applet code="S1Q31.class" height=200 width=300> </applet>*/	2	Y2	U	2	
407	Select the proper output for following code import java.awt.*; import java.awt.event.*; import java.applet.*; public class Demo extends Applet implements ItemListener { Checkbox cb1,cb2,cb3; public void init() { cb1=new Checkbox("Red"); cb2=new Checkbox("Green"); cb3=new Checkbox("Blue"); add(cb1); add(cb2); add(cb3); cb1.addItemListener(this); cb2.addItemListener(this); cb3.addItemListener(this); } public void itemStateChanged(ItemEvent ie) { if(ie.getSource()==cb1) setBackground(Color.RED); else if(ie.getSource()==cb2) setBackground(Color.YELLOW); else setBackground(Color.BLUE); } } /* <applet code="Demo.class" width=300 height=200></applet>*/	2	Y2	A	2	S1Q47O1

No.	Question						Answer
408	Select the proper output for following code import java.awt.*; import java.util.*; import javax.swing.tree.*; class JMyTree extends JFrame { Container con; JTree jt1; Vector v; JMyTree() { con=this.getContentPane(); con.setLayout(new FlowLayout()); this.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE); v=new Vector(); v.addElement("My Computer"); v.addElement("D Drive"); v.addElement("E Drive"); jt1=new JTree(v); con.add(jt1); } public static void main(String a[]) { JMyTree jf=new JMyTree(); jf.setSize(300,400); jf.setVisible(true); } }	2	Y2	U	2	
409	Select the proper output for following code importjava.awt.*; importjava.applet.*; public class list2 extends Applet { public void init() { List l= new List(2,true); l.add("java"); l.add("c++"); l.add("kkk"); add(l); } } /*<applet code=list2.class height=200 width=200> </applet>*/	2	Y2	A	2	
410	select the proper output for the following code import java.awt.event.*; public class eh extends Applet implements ActionListener { TextField t1; Button b1,b2; public void init() { t1 = new TextField(20); b1 = new Button("Click Here"); b2 = new Button("Exit"); b1.addActionListener(this); b2.addActionListener(this); add(t1); add(b2); add(b1); } public void actionPerformed(ActionEvent ae) { if (ae.getSource()==b1) { t1.setText("Welcome to PCTE"); } if (ae.getSource()==b2) { t1.setText("BYE BYE"); } } } /* <applet code = eh.class width=200 height=200> </applet> */	2	Y2	A	2	
411	Some of the event listener interfaces are_____	2	N	A	2	All of these
412	State listener with its method used in following program import java.awt.*; import java.awt.event.*; import java.applet.*; /* <applet code=exp2.class width=200 height=200 > </applet>*/ public class exp2 extends Applet implements ActionListener { TextField t1,t2; Button b1; Label l1,l2; public void init() { t1=new TextField(5); t2=new TextField(5); b1=new Button("Factorial"); l1=new Label("Enter no"); l2=new Label("Factorial is :"); add(l1); add(t1); add(b1); add(l2); add(t2); b1.addActionListener(this); } public void actionPerformed(ActionEvent ae) { if(ae.getSource()==b1) { int n1=Integer.parseInt(t1.getText()); int fact=1,i; for(i=1;i<=n1;i++) { fact=fact*i; } t2.setText(Integer.toString(fact)); } } }	2	N	A	2	ActionListener,actionperfomed()
413	State the missing statement in the program for following output import javax.swing.*; public class MyMenu { public static void main(String args[]) { JFrame frame; JMenuBar mb; frame=new JFrame("Frame with a Menu"); mb=new JMenuBar(); frame.setJMenuBar(mb); JMenu mFile,mEdit; mFile=new JMenu("File"); mEdit=new JMenu("Edit"); JMenuItem mNew,mClose,mCopy,mPaste; mNew=new JMenu("New"); mClose=new JMenu("Close"); mCopy=new JMenu("Copy"); mPaste=new JMenu("Paste"); mFile.add("mNew"); mFile.add("mclose"); mEdit.add("mCopy"); mEdit.add("mPaste"); JCheckBoxMenuItem mPrint; mPrint=new JCheckBoxMenuItem("Print"); mFile.addSeparator(); JMenu mFont; mFont=new JMenu("Font"); mFile.add(mFont); mFont.add("Arial"); mFont.add("Times New Roman"); frame.setSize(400,400); frame.setVisible(true); } } Figure:-	2	Y1	A	2	all of the above
414	state the output in following code import java.awt.*; import java.applet.*; import java.awt.event.*; public class Scrollbarapp extends Applet implements AdjustmentListener { Scrollbar sb1,sb2; @Override public void init() { // TODO Auto-generated method stub sb1=new Scrollbar(); sb2=new Scrollbar(Scrollbar.HORIZONTAL, 200,0, 0, 500); add(sb1); add(sb2); sb2.addAdjustmentListener(this); } @Override public void adjustmentValueChanged(AdjustmentEvent e) { // TODO Auto-generated method stub repaint(); } @Override public void paint(Graphics g) { // TODO Auto-generated method stub	2	N	A	2	sb1 Scrollbar is display vertical and sb2 display horizontally

	g.drawString("Value = "+sb2.getValue(), 100, 200); } }					
415	Suppose A is an inner class in Test. A is compiled into a file named _____.	2	N	A	2	Test.class
416	The AWT container is an instance of the _____ class which holds various components and other containers	2	N	U	2	Container
417	The constructor that is defined by the Text Event class is:	2	N	U	2	TextEvent(Obect source,int event_type)
418	The focusEvent can be recognized by two integer constant.	2	N	U	2	Focus_Gained and Focus_Lost
419	The following program contains some errors. Select the correct option to indicate them. import java.awt.*; import java.awt.event.*; import java.applet.*; /*<applet code="exp.class" height=200 width=300> </applet>*/ public class exp extends Applet implements AdjustmentListener { Scrollbar sbr,sbg,sbb; public void init() { sbr=new Scrollbar(Scrollbar.VERTICAL,0,1,0,255); sbg=new Scrollbar(Scrollbar.VERTICAL,0,1,0,255); sbb=new Scrollbar(Scrollbar.VERTICAL,0,1,0,255); add(sbr); add(sbg); add(sbb); sbr.addAdjustmentListener(this); sbg.addAdjustmentListener(this); sbb.addAdjustmentListener(this); } public void actionPerformed(AdjustmentEvent ae) { Color c; int red,green,blue; red=sbr.getValue(); green=sbg.getValue(); blue=sbb.getValue(); c=new Color(red,green,blue); setBackground(c); } }	2	N	A	2	Incorrect Listener method
420	The following program will increase the font size of a given string by 2 point with every mouse click(max 10 clicks). Select the missing statement and indicate where the statement should be added. import java.awt.*; import java.applet.*; import java.awt.event.*; public class sample4 extends Applet implements MouseListener { Font f; int i=0,c=14; public void init() { f=new Font("Times New Roman",Font.BOLD,c); setFont(f); } public void mousePressed(MouseEvent me) { if(i<10) { c=c+2; f=new Font("Times New Roman",Font.BOLD,c); setFont(f); } i=i+1; } public void mouseClicked(MouseEvent me) {} public void mouseReleased(MouseEvent me) {} public void mouseEntered(MouseEvent me) {} public void mouseExited(MouseEvent me) {} public void paint(Graphics g) { g.drawString("Java prog",50,50); } }	2	N	A	2	addMouseListener(this); inside the init() method
421	The following steps are required to perofrm 1) implement the Listener interface and overrides its methods 2) Register the component with the Listener	2	N	U	2	Event Handling
422	The following windowEvent defined by WindowEvent Class.	2	N	U	2	Window_Activated,Window_ICONIFIED,Window_GAINED_Focus
423	The given code produces which event : import java.awt.*; import java.applet.*; import java.awt.event.*; /*<applet code=Fact height=150 width=200> </applet>*/ public class Fact extends Applet implements ActionListener { int fact,n; TextField t1,t2; Button b1; Label l1,l2; public void init() { t1= new TextField(5); t2= new TextField(5); l1= new Label("Enter number"); l2= new Label("Factorial is:"); b1=new Button("Find Factorial"); b1.addActionListener(this); //GridLayout g= new GridLayout(5,2); //setLayout(g); add(l1); add(t1); add(l2); add(t2); add(b1); } public void actionPerformed(ActionEvent e) { if(e.getSource()==b1) { n= Integer.parseInt(t1.getText()); fact=1; for(int i=1; i<=n; i++) { fact=fact*i; } t2.setText(Integer.toString(fact)); } repaint(); } }	2	N	A	2	Action Listner
424	The signature for the registration method for an ActionEvent should be _____.	2	N	A	2	public void addActionListener(ActionListener l)
425	The value typed in TextArea is notified by_____Listener.	2	N	A	2	TextListener
426	The _____ interface handles list event?	2	N	U	2	ItemListener
427	The _____ class has two methods, mouseDragged() and mouseMoved()	2	N	U	2	MouseMotionListener
428	To register a checkbox to event class following statement must be get included in your program	2	N	A	2	Both A & B
	To get the following output complete the code given below. import java.awt.*; import javax.swing.*; /* <applet code="jscroll" width=300 height=250> </applet> */ public class jscroll extends JApplet { public void init() { Container contentPane = getContentPane(); contentPane.setLayout(new BorderLayout()); } } int v = ScrollPaneConstants.VERTICAL_SCROLLBAR_ALWAYS; int h = ScrollPaneConstants.HORIZONTAL_SCROLLBAR_AS_NEEDED; JScrollPanejsp = new JScrollPane(jp, v, h); contentPane.add(jsp, BorderLayout.CENTER); } } Figure:-					JPaneljp = new JPanel(); jp.setLayout(new GridLayout(3,3)); int b = (

429		2	Y1	U	2	for(int i = 0; i <3; i++) { for(int j = 0; j <3; j++) { jp.add(new JButton("Button " + b)); ++b; } }
430	To get the following output complete the code given below. import java.awt.*; import java.awt.event.*; import javax.swing.*; class SimpleTableExample extends JFrame { private JPanel topPanel; private JTable table; private JScrollPane scrollPane; public SimpleTableExample() { setTitle("Simple Table Application"); setSize(300, 200); setBackground(Color.gray); topPanel = new JPanel(); topPanel.setLayout(new BorderLayout()); getContentPane().add(topPanel); String columnNames[] = { "Column 1", "Column 2", "Column 3" }; String dataValues[][] = { { "12", "234", "67" }, { "-123", "43", "853" }, { "93", "89.2", "109" }, { "279", "9033", "3092" } }; topPanel.add(scrollPane, BorderLayout.CENTER); } public static void main(String args[]) { SimpleTableExample mainFrame = new SimpleTableExample(); mainFrame.setVisible(true); } } Figure:-	2	Y1	U	2	table = new JTable(dataValues, columnNames); scrollPane = new JScrollPane(table);
431	To get the proper output complete the code given below. import java.awt.*; import java.awt.event.*; import java.applet.*; public class DemoKeyEvent extends Applet implements KeyListener { public void init() { this.addKeyListener(this); } public void keyTyped(KeyEvent ke) { showStatus("Key Typed"); } } /*<applet code="DemoKeyEvent.class" width=300 height=300> </applet>*/	2	N	U	2	All of the above
432	To handle JRadiobutton which Listener and Event Class is Required? Figure:-	2	Y1	U	2	ActionListener and ActionEvent

Applet Viewer: JRadioButtonDe...
Applet
○ A ◉ B ○ C [B]

Applet started.

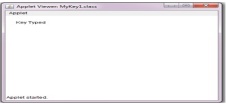|						
433	To have the following output Inser proper commands in the given code at*_____ import java.awt.*; import java.awt.event.*; import java.applet.*; import javax.swing.*; /*<applet code="SimpleKey1.class" width=400 height=400></applet>*/ public class SimpleKey1 extends *_____ { String msg=""; int x=10,y=20; public void init() { addKeyListener(this); requestFocus(); } public void *_____ { showStatus("Key Down"); } public void keyReleased(KeyEvent ke) { showStatus("Key Up"); } public void keyTyped(KeyEvent ke) { msg +=ke.getKeyChar(); repaint(); } public void paint(Graphics g) { g.drawString(msg,40,80); } }	2	Y2	A	2	JApplet implements KeyListener keyPressed(KeyEvent ke)
434	To use the ActionListener interface it must be implemented by class there are several ways to do that find in the following?	2	N	U	2	D. All mentioned above
435	User clicks a button, presses Return while typing in a text field, or chooses a menu item will use the following Listener class / classess	2	N	A	2	ActionListener
436	What type of eventlisteners can be added to the following code import java.awt. Container; import java.awt. Font; import java.awt. Gridlayout; import java.awt. Jbutton; import java.awt. JFrame; public calss GridSize test extends Jframe { public static void main (string[] args) { GridSize Test gst = new Grid Size Test (); gst. set Default Close Operation (JFrame. EXIT_ON_CLOSE); gst. pack (); gst.set Visible (true); } public GridSize Test () Container pane = getContent Pane (); pane.set layout (new Gridlayout (2,2)); JButton button = new Jbutton ("First ") pane. add (button) ; button = new JButton ("Second with a very long name "); pane. add (button); button = new JButton ("Hi"); button. set Font (new Font ("courier", Font. PLANIN, 36)); pane . add (button); button = new JButton ("there"); pane. add (button ?); } }	2	N	A	2	C. both A and B
437	what are the content are shown by following code import java.awt.*; import javax.swing.*; public class JTabbedPaneDemo extends JApplet { public void init() { JTabbedPane jtp = new JTabbedPane(); jtp.addTab("Cities", new ButtonPanel()); jtp.addTab("Table", new TablePanel()); jtp.addTab("flavours", new flavoursPanel()); jtp.addTab("colours", new ColorsPanel()); Container contentPane = getContentPane(); contentPane.add(jtp); } } class ButtonPanel extends JPanel { public ButtonPanel() { JButton b1 = new JButton("Parbhani"); JButton b2 = new JButton("Pune"); JButton b3 = new JButton("Mumbai"); JButton b4 = new JButton("Aurangabad"); JButton b5 = new JButton("Nanded"); add(b1); add(b2); add(b3); add(b4); add(b5); } } class ColorsPanel extends JPanel { public ColorsPanel() { JCheckBox cb1=new JCheckBox("Red"); add(cb1); JCheckBox cb2=new JCheckBox("Green"); add(cb2); JCheckBox cb3=new JCheckBox("Blue"); add(cb3); } } class TablePanel extends JPanel { public TablePanel() { String colHead[] = {"Event Source", "Event Type", "Event Listener"}; Object data[][] = { {"Button", "ActionEvent", "ActionListener"}, {"ScrollBar", "AdjustmentEvent", "AdjustmentListener"}, {"Choice", "ItemEvent", "ItemListener"}, {"TextField", "TextEvent", "TextListener"} }; JTable table = new JTable(data, colHead); int v = ScrollPaneConstants.VERTICAL_SCROLLBAR_AS_NEEDED; int h = ScrollPaneConstants.HORIZONTAL_SCROLLBAR_AS_NEEDED; JScrollPane jsp = new JScrollPane(table, v, h); setLayout(new BorderLayout()); add(jsp, BorderLayout.CENTER); } } class flavoursPanel extends JPanel { public flavoursPanel() { JComboBox jc=new JComboBox(); jc.addItem("vannila"); jc.addItem("Chocolate"); jc.addItem("strabary"); add(jc); } } What will be the output of the above program?	2	N	A	2	The output contains JTabbedPane,Jbutton,JCheckBox, Jtable,JCombo with JPanel
	What are the minimum pakages required for executing the bellow program? class MyDemo extends Frame { Button b; MyDemo() { setLayout(new FlowLayout()); setSize(500,500); b=new					

438	Button("OK"); add(b); b.addActionListener(this); setLayout(new FlowLayout()); } public void actionPerformed(ActionEvent ae) { System.out.println("Button is Pressed"); } public static void main(String args[]) { new MyDemo().setVisible(true); } }	2	N	U	2	java.awt.* and java.awt.event.*
439	What error will occur while running given applet? import java.awt.*; import java.awt.event.*; import java.applet.*; /* <applet code=ButtonDemo.class width=500 height=500> </applet> */ public class ButtonDemo extends Applet implements ActionListener { Button b1,b2,b3; String msg; public void init() { msg=""; add(b1); add(b2); add(b3); b1=new Button("Yes"); b2=new Button("No"); b3=new Button("Exit"); b1.addActionListener(this); b2.addActionListener(this); b3.addActionListener(this); } public void actionPerformed(ActionEvent ae) { if(ae.getSource()==b1) { msg="Yes Button is pressed"; } if(ae.getSource()==b2) { msg="No Button is pressed"; } if(ae.getSource()==b3) { msg="Exit Button is pressed"; } repaint(); } public void paint(Graphics g) { g.drawString(msg,10,250); } }	2	N	A	2	NullPointerException
440	What is error in following program? import java.awt.*; import java.awt.event.*; import java.applet.*; /* <applet code=ScrollDemo.class width=500 height=500> </applet> */ public class ScrollDemo extends Applet implements AdjustmentListener { Scrollbar s1,s2,s3; public void init() { s1=new Scrollbar(Scrollbar.VERTICAL,0,1,0,255); s2=new Scrollbar(Scrollbar.VERTICAL,0,1,0,255); s3=new Scrollbar(Scrollbar.VERTICAL,0,1,0,255); add(s1); add(s2); add(s3); s1.addAdjustmentListener(this); s2.addAdjustmentListener(this); s3.addAdjustmentListener(this); } public void adjustmentChange(AdjustmentEvent ae) { setBackground(new Color(s1.getValue(),s2.getValue(),s3.getValue())); } }	2	N	A	2	ScrollDemo is not abstract and does not override abstract method adjustmentValueChanged(AdjustmentEvent) in AdjustmentListener p class ScrollDemo extends Applet implements AdjustmentListener
441	What is missing in following code ? import java.awt.*; import java.applet.*; /*<applet code=FontExample.class width=200 height=200></applet>*/ public class FontExample extends Applet { Font f; public void init() { f=new Font("Cambria Math",2,20); set**********(f); } public void paint(Graphics g) { g.drawString("Adv Java",20,50); } }	2	N	A	2	setFont(f)
442	What is missing in the following program code? import java.awt.*; ------------------------- public class DemoFrame extends Frame -------------- { public DemoFrame() { this.setBounds(50,50,400,300); this.setVisible(true); ------------------------- } public void windowOpened(WindowEvent obj) { } public void windowClosed(WindowEvent obj) { } public void windowClosing(WindowEvent obj) { System.exit(0); } public void windowActivated(WindowEvent obj) { } public void windowDeactivated(WindowEvent obj) { } public void windowIconified(WindowEvent obj) { } public void windowDeiconified(WindowEvent obj) { } public static void main(String args[]) { DemoFrame f = new DemoFrame(); } }	2	N	U	2	All of the mentioned
443	What is missing statement here ------------------- import java.awt.*; import javax.swing.*; import java.awt.event.*; public class Radiodemo extends JFrame implements ActionListener { Container cp; JRadioButton jb1,jb2,jb3; Radiodemo(String str) { super(str); cp=getContentPane(); cp.setLayout(new FlowLayout()); jb1=new JRadioButton("Red"); jb2=new JRadioButton("Green"); jb3=new JRadioButton("Blue"); ButtonGroup bg=new ButtonGroup(); bg.add(jb1); bg.add(jb2); bg.add(jb3); cp.add(jb1); cp.add(jb2); cp.add(jb3); } public void actionPerformed(ActionEvent ae) { if(ae.getSource()==jb1) { cp.setBackground(Color.red); } if(ae.getSource()==jb2) { cp.setBackground(Color.green); } if(ae.getSource()==jb3) { cp.setBackground(Color.blue); } } public static void main(String args[]) { Radiodemo r=new Radiodemo("Changing Color"); r.setVisible(true); r.setSize(500,400); } }	2	N	A	2	All of the above
444	What is output of follwong program ? 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); } public void MyWc() { setSize(300,300); setVisible(true); } }	2	N	A	2	Error at compile time
445	What is output of following code. import java.awt.*; import java.awt.event.*; import java.applet.*; /* <applet code="SimpleKey" width=300 height=100> </applet> */ public class KeyEventDemo extends Applet implements KeyListener { String msg = ""; int X = 10, Y = 20; public void init() { addKeyListener(this); requestFocus(); } public void keyPressed(KeyEvent ke) { showStatus("Key Down"); } public void keyReleased(KeyEvent ke) { showStatus("Key Up"); } public void keyTyped(KeyEvent ke) { msg += ke.getKeyChar(); repaint(); } // Display keystrokes. public void paint(Graphics g) { g.drawString(msg, X, Y); } }	2	Y2	A	2	
	What is output of following program? import java.applet.Applet; import java.awt.Graphics; import java.awt.Button; /* <applet code="DetermineIfButtonEnabled" width=100 height=200>					

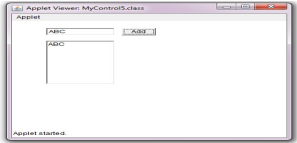|						
	</applet> */ public class DetermineIfButtonEnabled extends Applet{ boolean isButton1Enabled; boolean isButton2Enabled; public void init(){ //create Buttons Button Button1 = new Button("Ok"); Button Button2 = new Button("Cancel"); //add Buttons add(Button1); add(Button2); Button1.setEnabled(false); isButton1Enabled = Button1.isEnabled(); isButton2Enabled = Button2.isEnabled(); } public void paint(Graphics g){ g.drawString("Is Button 1 enabled? " + isButton1Enabled, 10,50); g.drawString("Is Button 2 enabled? " + isButton2Enabled, 10,70); } }					
446	Figure:- 	2	Y1	U	2	Is Button 1 enabled?false Is Button 2 enabled?true
447	What is the correct code to create Button with caption Ok?	2	N	A	2	None of above
448	What is the correct syntax of method required in the given program given below. import java.awt.*; import java.awt.event.*; import java.applet.*; public class eventdemo extends Applet implements ItemEvent { public void init() { Choice c= new Choice(); TextField t1=new TextField(); add(c); c.addItemListener(this); add(t1); } public void _____(_____) { { t1.setText(c.getSelectedIteml()); } } }	2	N	A	2	public void itemStateChanged(ItemEvent ie)
449	What is the highest-level event class of the event-delegation model?	2	N	U	2	java.util.eventObject
450	What is the missing Exception in following program /* <applet code="TestMouse.class" width=300 height=100> </applet> */ importjava.awt.*; importjava.awt.event.*; importjava.applet.*; public class TestMouse extends Applet implements_____ { String msg = ""; intmouseX = 0, mouseY = 0 public void init() { addMouseListener(this); addMouseMotionListener(this); } public void mouseClicked(MouseEvent me) { mouseX = 0; mouseY = 10; msg = "Mouse clicked."; repaint(); } public void mouseEntered(MouseEvent me) { mouseX = 0; mouseY = 10; msg = "Mouse entered."; repaint(); } public void mouseExited(MouseEvent me) { mouseX = 0; mouseY = 10; msg = "Mouse exited."; repaint(); } public void mousePressed(MouseEvent me) { mouseX = me.getX(); mouseY = me.getY(); msg = "Down"; repaint(); } public void mouseReleased(MouseEvent me) { mouseX = me.getX(); mouseY = me.getY(); msg = "Up"; repaint(); } public void mouseDragged(MouseEvent me) { mouseX = me.getX(); mouseY = me.getY(); msg = "*"; showStatus("Dragging mouse at " + mouseX + ", " + mouseY); repaint(); } public void mouseMoved(MouseEvent me) { showStatus("Moving mouse at " + me.getX() + ", " + me.getY()); } public void paint(Graphics g) { g.drawString(msg, mouseX, mouseY); } }	2	N	A	2	both A & B
451	What is the missing in following block of code? Public class JTextField extends JApplet { JTextField jtf; Public void init() Container contentPane=getContentPane(); contentPane.setLayout(new FlowLayout()); jtf = new JTextField(15); contentPane.add(jtf); }	2	N	A	2	semicolon missing
452	What is the output of following program : import java.awt.*; import java.awt.event.*; import java.applet.*; /* <applet code="SimpleKey" width=300 height=100> </applet> /* Public class SimpleKey extends Applet implements KeyListener { String msg = " "; int X = 10, Y = 20; public void init() { addKeyListener(this); } public void keyPressed(KeyEvent ke) { showStatus("Key Down"); } public void keyPressed(KeyEvent ke) { showStatus("Key Up"); } public void keyPressed(KeyEvent ke) { msg += ke.getKeyChar(); repaint(); } public void paint(Graphics g) { g.drawString(msg,X,Y); } }	2	N	A	2	Key Up

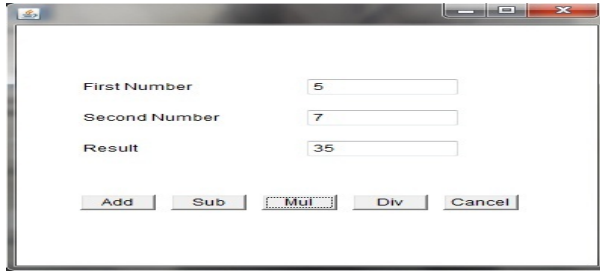| #	Question					Answer
453	what is the output of this program import java.awt.*; import java.awt.event.*; public class CloseDemo3 { public static void main(String[] args) { Frame f = new Frame("Example"); f.setSize(400,100); f.setVisible(true); f.addWindowListener(new WindowAdapter() { public void windowClosing(WindowEvent e) { setVisible(false); } }); } }	2	N	A	2	Window is closed

454	What is the output of this program? Figure:-
	
	``
	import java.awt.*;
	import java.awt.event.*;
	public class ActionE1 extends Frame implements ActionListener
	{
	Button b1,b2;
	Panel p1;
	TextField f;
	    public ActionE1()
	    {
	        setLayout(new FlowLayout());
	        b1=new Button("Genious");
	        b2=new Button("smart");
	        p1=new Panel();
	        p1.add(b1);
	        p1.add(b2);
	        f=new TextField(50) ;
	        p1.add(f);
	        setVisible(true);
	        setSize(600,200);
	    }
	    public static void main(String args[])
	    {
	        new ActionE1();
	    }
	    public void actionPerformed(ActionEvent e)
	    {
	    if (e.getSource()==b1) {
	        f.setText("we are genious");
	    }
	    else {
	        f.setText("we are smart");
	    }
	    }
	}
	``
		2	Y1	A	2	Will not show any ouput

455	What is the output of this program? import java.awt.*; import java.applet.*; import java.awt.event.*; /*<applet code="Demo1" width=200 height=80> </applet>*/ public class Demo1 extends Applet implements MouseMotionListener { public void init() { addMouseMotionListener(this); } public void mouseMoved(MouseEvent me) { showStatus("Mouse Moved at "+me.getX()+" , "+me.getY()); } public void mouseDragged(MouseEvent me) { showStatus("Mouse Dragged at "+me.getX()+" , "+me.getY()); } }	2	Y2	A	2	
456	What is the preferred way to handle an object's events in java?	2	N	A	2	Add one or more event listener to handle the events
457	What is the return type of the method getSource() defined in EventObject class. Select the one correct answer.	2	N	U	2	object
458	What is use of of using action listeners in the following program? import java.applet.*; import java.awt.event.*; import java.awt.*; public class EventListeners extends Applet implements ActionListener{ TextArea txtArea; String Add, Subtract,Multiply,Divide; int i = 10, j = 20, sum =0,Sub=0,Mul = 0,Div = 0; public void init(){ txtArea = new TextArea(10,20); txtArea.setEditable(false); add(txtArea,"center"); Button b = new Button("Add"); Button c = new Button("Subtract"); Button d = new Button("Multiply"); Button e = new Button("Divide"); b.addActionListener(this); c.addActionListener(this); d.addActionListener(this); e.addActionListener(this); add(b); add(c); add(d); add(e); } public void actionPerformed(ActionEvent e){ sum = i + j; txtArea.setText(""); txtArea.append("i = "+ i + "\t" + "j = " + j + "\n"); Button source = (Button)e.getSource(); if(source.getLabel() == "Add"){ txtArea.append("Sum : " + sum + "\n"); } if(i >j){ Sub = i - j; } else{ Sub = j - i; } if(source.getLabel() == "Subtract"){ txtArea.append("Sub : " + Sub + "\n"); } Mul = i*j; if(source.getLabel() == "Multiply"){ txtArea.append("Mul = " + Mul + "\n"); } if(i > j){ Div = i / j; } else{ Div = j / i; } if(source.getLabel() == "Divide"){ txtArea.append("Divide = " + Div); } } } Here is the HTML code of the program : <HTML> <BODY> <APPLET CODE ="EventListeners" WIDTH="800" HEIGHT="500"></APPLET> </BODY> </HTML>	2	N	A	2	To handle the events generated by these buttons
459	What is wrong in below program import java.awt.*; import java.awt.event.*; import java.applet.*; /*<applet code=adaptdemo width=400 height=400> </applet>*/ public class adaptdemo extends Applet { public void init() { addKeyListener(new keydemo()); } class keydemo extends MouseAdapter { public void keyTyped(KeyEvent e) { showStatus("pressed"+e.getKeyChar()+"key"); } } }	2	N	A	2	The keydemo class should extends KeyAdapter
460	What method is used to handle item events from menus, checkboxes, and radio buttons?	2	N	U	2	itemStateChanged()
	What should be added so that we can get following output ? import java.awt.*; import java.awt.event.*; import java.applet.*; /*<applet code=CheckGroupDemo.class height=400 width=500></applet>*/ public class CheckGroupDemo extends Applet { Checkbox c1,c2; CheckboxGroup cbg; public void init() { cbg=new CheckboxGroup(); c1=new Checkbox("C"); c2=new Checkbox("C++",cbg,false); add(c1); add(c2); } }					

461	Figure:-	2	Y1	A	2	cbg should be added in Checkbox Constructor
462	What should be written for ****** in following code ? import java.awt.*; import java.awt.event.*; import java.applet.*; /*<applet code=ScrollDemo.class height=400 width=600></applet>*/ public class ScrollDemo extends Applet implements AdjustmentListener { Scrollbar v; public void init() { v=new Scrollbar(); add(v); v.addAdjustmentListener(this); } public void ****************(AdjustmentEvent ae) { } }	2	N	A	2	AdjustmentValueChanged
463	What will be correct code for given output Figure:-	2	Y1	A	2	import java.awt.*; import java.awt.event.*; import javax.swing.*; pu class assign extends JApplet implements ActionListener { JTextAreaj ButtonGroup bg; public void init() { Container ContentPane=getContentPane(); ContentPane.setLayout(new FlowLayout()); JRadioButtonjb=new JRad
464	What will be output for following program: import java.awt.*; import java.applet.*; import java.awt.event.*; public class see extends Applet implements ActionListener { Button b1; public void init() { b1=new Button("Yellow"); add(b1); b1.addFocusListener(this); } public void focusGained(FocusEvent fe) { b1.setBackground(Color.yellow); } } /* <applet code="see.java" width=200 height=100> </applet> */	2	Y2	A	2	Compile time error
465	What will be output if user select second item from choice component in following program: import java.awt.*; import java.applet.*; import java.awt.event.*; public class gee extends Applet implements ItemListener { Choice c1; TextField t1; public void init() { c1=new Choice(); c1.add("1"); c1.add("2"); c1.add("3"); c1.addItemListener(this); add(c1); t1=new TextField(5); add(t1); } public void itemStateChanged(ItemEvent ie) { int id=c1.getSelectedIndex(); t1.setText(""+id); } } /* <applet code="gee.java" width=200 height=100> </applet> */	2	Y2	A	2	S1Q50O2
466	What will be output of following code import javax.swing.*; import javax.awt.*; public class Test extends JFrame{ public Test() { setLayout(new FlowLayout()); add(new JButton("Java")); add(new JButton("Java")); add(new JButton("Java")); } Public static void main(String[] args) { JFrame frame=new Test(); Frame.setSize(200,100); Frame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE); frame.setVisible(true); } }	2	N	A	2	Four buttons are displayed.
467	What will be output of following program import java.awt.*; import java.applet.*; import java.awt.event.*; /*<applet code=tbutton.java width=300 height=300></applet>*/ public class tbutton extends Applet implements ActionListener { Button b; public void init() { b=new Button("Start"); add(b); } public void actionPerformed(ActionEvent ae) { String s=b.getLabel(); if(s.equals("Start")) b.setLabel("Stop"); else b.setLabel("Start");}}	2	N	U	2	One Button will be Displayed and event will not be handled

468	What will be output of program when "Ok" button is pressed? import java.applet.Applet; import java.awt.Button; import java.awt.Graphics; import java.awt.event.ActionEvent; import java.awt.event.ActionListener; /* <applet code="HandleActionEventExample" width=200 height=200> </applet> */ public class HandleActionEventExample extends Applet implements ActionListener{ String actionMessage=""; public void init(){ Button Button1 = new Button("Ok"); Button Button2 = new Button("Cancel"); add(Button1); add(Button2); Button1.addActionListener(this); Button2.addActionListener(this); } public void paint(Graphics g) { g.drawString(actionMessage,10,50); } public void actionPerformed(ActionEvent ae) { String action = ae.getActionCommand(); if(action.equals("Ok")) actionMessage = "Ok Button Pressed"; else if(action.equals("Cancel")) actionMessage = "Cancel Button Pressed"; repaint(); } }	2	Y2	U	2	OK button pressed
469	What will be the output of following code? import java.applet.*; import java.awt.event.*; /* <applet code="InnerClassDemo" width=200 height=100> </applet> */ public class InnerClassDemo extends Applet { public void init() { addMouseListener(new MyMouseAdapter()); } class MyMouseAdapter extends MouseAdapter { public void mousePressed(MouseEvent me) { showStatus("Mouse Pressed"); } } }	2	Y2	A	2	S15004
470	What will be the output of following code? import java.awt.*; import java.awt.event.*; import java.applet.*; /* <applet code="TextFieldDemo11" width=380 height=150> </applet> */ public class TextFieldDemo11 extends Applet implements ActionListener { TextField name, pass; public void init() { Label namep = new Label("Name: ", Label.RIGHT); Label passp = new Label("Password: ", Label.RIGHT); name = new TextField(12); pass = new TextField(8); pass.setEchoChar('?'); add(namep); add(name); add(passp); add(pass); name.addActionListener(this); pass.addActionListener(this); } public void actionPerformed(ActionEvent ae) { repaint(); } public void paint(Graphics g) { g.drawString("Name: " + name.getText(), 6, 60); g.drawString("Selected text in name: " + name.getSelectedText(), 6, 80); g.drawString("Password: " + pass.getText(), 6, 100); } }	2	Y2	A	2	S14802
471	What will be the output of following code? import java.awt.*; import java.applet.*; import java.awt.event.*; public class ButtonDemo1 extends Applet implements ActionListener { String msg=" "; Button b1,b2,b3; public void init() { b1=new Button("Red"); b2=new Button("Green"); b3=new Button("Blue"); add(b1); add(b2); add(b3); b1.addActionListener(this); b2.addActionListener(this); b3.addActionListener(this); } public void actionPerformed(ActionEvent ae) { String str=ae.getActionCommand(); if (str.equals("Red")) { setBackground(Color.red); } else if (str.equals("Green")) { setBackground(Color.green); } else if (str.equals("Blue")) { setBackground(Color.blue); } repaint(); } public void paint(Graphics g) { g.drawString(msg,0,100); } } /*<applet code="ButtonDemo1.class" width=200 height=400> </applet>*/	2	Y2	A	2	46o1
472	What will be the output of following prgram? import java.awt.*; import java.awt.event.*; class Sample extends Frame { Sample(String title) { super(title); addWindowListener(new WindowAdapter()); setSize(400,400); setVisible(true); } public void windowClosing(WindowEvent we) { setVisible(false); System.exit(0); } public static void main(String args[]) { Sample f=new Sample("Window Example"); } }	2	N	A	2	A frame window which can be closed.
473	What will be the output of given code import java.awt.*; import java.awt.event.*; import javax.swing.*; import java.applet.*; public class expt4 extends JApplet implements ActionListener { JComboBox cb; public void init() { Container co=getContentPane(); co.setLayout(new FlowLayout()); JComboBoxcb=new JComboBox(); cb.addItem("Cricket"); cb.addItem("Football"); cb.addItem("Hockey"); cb.addActionListener(this); co.add(cb); } public void actionPerformed(ActionEvent AE) { cb=(JComboBox)AE.getSource(); if("Cricket"==cb.getSelectedItem()) { getContentPane().setBackground(Color.RED); } if("Football"==cb.getSelectedItem()) { getContentPane().setBackground(Color.GREEN); } if("Hockey"==cb.getSelectedItem()) { getContentPane().setBackground(Color.BLUE); } repaint(); } } /*<APPLET CODE="expt4.class" HEIGHT=200 WIDTH=200></APPLET>*/	2	Y2	A	2	A and B
474	What will be the output of the above program: import java.applet.*; import java.awt.*; import java.awt.event.*; /* <appet code="fontdemo" width=200 height=100> </applet> */ public class fontdemo extends Applet { int next=0; Font f; String msg; public void init() { setBackground(Color.yellow); setForeground(Color.magenta); f=new Font("Times New Roman", Font.ITALIC,18); msg="Welcome to java Programming"; setFont(); } Public void paint(Graphics g) { g.drawString(msg,100,50); }	2	N	A	2	Welcome to java programming

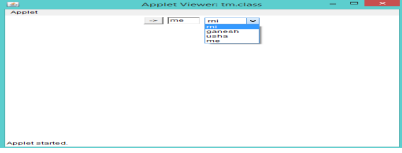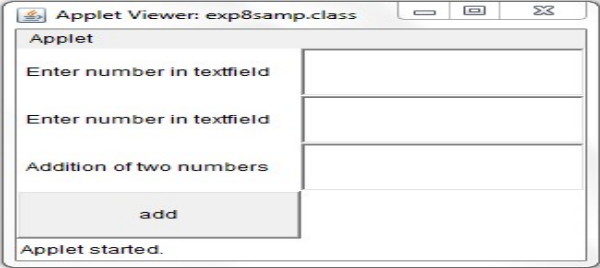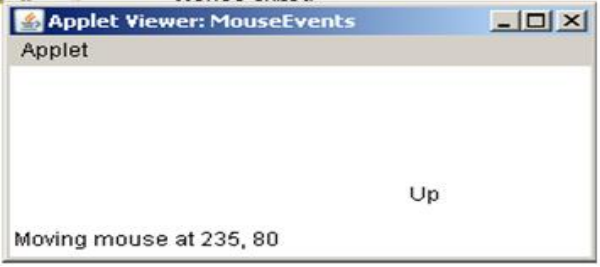| 475	What will be the output of the program given below import java.awt.*; import java.applet.*; import java.awt.event.*; /*<applet code = sample4.class width = 400 height = 400></applet>*/ public class sample4 extends Applet implements MouseListener { Font f; int i=0,c=14; public void init() { f=new Font("Times New Roman",Font.BOLD,c); setFont(f); addMouseListener(this); } public void mousePressed(MouseEvent me) { if(i<10) { c=c+2; f=new Font("Times New Roman",Font.BOLD,c); setFont(f); } i=i+1; } public void mouseClicked(MouseEvent me) {} public void mouseReleased(MouseEvent me) {} public void mouseEntered(MouseEvent me) {} public void mouseExited(MouseEvent me) {} public void paint(Graphics g) { g.drawString("Advanced Java programming",50,50); } }	2	N	U	2	The output will display the string "Advanced Java Programming" in appletviewer window. The size of the string w increase by two points with every mouse click.
476	What will be the output of the program? Figure:- ```import java.awt.*; import java.awt.event.*; public class ActionEventEx extends Frame implements ActionListener { Button b1,b2; Panel p1; TextField f; public ActionEventEx() { setLayout(new FlowLayout()); b1=new Button("Genious"); b2=new Button("smart"); p1=new Panel(); p1.add(b1); p1.add(b2); f=new TextField(50) ; p1.add(f); setVisible(true); setSize(600,200); } public static void main(String args[]) { new ActionEventEx(); } }```	2	Y1	A	2	Compilation error
477	What will be the output of the program? Figure:- ```import java.awt.*; import java.awt.event.*; public class ActionE3 extends Frame implements ActionListener { Button b1,b2; Panel p1; TextField f; public ActionE3() { setLayout(new FlowLayout()); Label l=new Label("Select city"); add(l); Choice c=new Choice(); c.add("NGP"); c.add("Pune"); c.add("Mumbai"); c.add("Amravati"); add(c); setVisible(true); setSize(600,200); } public static void main(String args[]) { new ActionEventEx(); } public void actionPerformed(ActionEvent e) { if (e.getSource()==b1) { f.setText("We are genious"); } else { f.setText("We are smart"); } } }```	2	Y1	A	2	Will produce label and Choice as ouput
478	what will be the result of following code if value of no1=no2=no3=2 and Button pressed="ok"; import java.awt.*; import java.applet.*; import java.awt.event.*; /*<applet code "adddemo.class" height=400 width=400> </applet code> */ public class adddemo extends Applet implements ActionListener{ String msg=""; Label l1,l2,l3,l4; TextField t1,t2,t3,t4; Button b1,b2; FlowLayout f; public void init() { f=new FlowLayout(FlowLayout.LEFT,10,10); setLayout(f); l1=new Label("enter no1"); add(l1); t1=new TextField(5); add(t1); l2=new Label("enter no2"); add(l2); t2=new TextField(5); add(t2); l3=new Label("Enter no3"); add(l3); t3=new TextField(5); add(t3); l4=new Label("Result"); add(l4); t4=new TextField(10); add(t4); b1=new Button("ok"); add(b1); b2=new Button("not ok"); add(b2); b1.addActionListener(this); b2.addActionListener(this); } public void actionPerformed(ActionEvent ae) { if(ae.getSource()==b1) { msg="Result is correct"; int n1=Integer.parseInt(t1.getText()); int n2=Integer.parseInt(t2.getText()); int n3=Integer.parseInt(t3.getText()); int n=n1+n2+n3;	2	N	A	2	6

	t4.setText(Integer.toString(n)); } else if(ae.getSource()==b2) { msg="Result is not correct"; } repaint(); } public void paint(Graphics g) { g.drawString(msg, 2, 200); } }				
479	What will happen when any item from list is selected import java.applet.Applet; import java.awt.*; import java.awt.event.*; /*<applet code="cho" width=300 height=300></applet>*/ public class cho extends Applet implements ItemListener { TextField t1; Choice l1; public void init() { t1=new TextField(10); l1=new Choice(); l1.add("sangamner"); l1.add("nasik"); l1.add("pune"); l1.add("mumbai"); add(l1); add(t1); l1.addItemListener(this); } public void itemStateChanged(ItemEvent e) { if(e.getItemSelectable()==l1) t1.setText(((Choice)e.getItemSelectable()).getSelectedItem());}}	2	N	A	2	Selected item will be displayed in textfield
480	What will happen when Button with caption "<" is clicked import java.awt.*; import java.applet.*; import java.awt.event.*; /*<applet code=llist2.java width=300 height=300> </applet>*/ public class llist2 extends Applet implements ActionListener { List l1,l2; TextField tdata; Button badd1,badd2,b1,b2,b3,b4; public void init() { l1=new List(5,true); l2=new List(5,true); tdata=new TextField(10); badd1=new Button("Add1"); badd2=new Button("Add2"); b1=new Button("<"); b2=new Button(">"); b3=new Button("<<"); b4=new Button(">>"); add(l1); add(b1); add(b2); add(b3); add(b4); add(badd1); add(tdata); add(badd2); add(l2); badd1.addActionListener(this); badd2.addActionListener(this); b1.addActionListener(this); b2.addActionListener(this); b3.addActionListener(this); b4.addActionListener(this); } public void actionPerformed(ActionEvent ae) { int n; String s=ae.getActionCommand(); if(s=="Add1") l1.addItem(tdata.getText()); if(s=="Add2") { l2.addItem(tdata.getText()); } if(s=="<") { n=l1.getSelectedIndex(); if(n!=-1) l2.addItem(l1.getSelectedItem()); } if(s!=">") { n=l2.getSelectedIndex(); if(n!=-1) l1.addItem(l2.getSelectedItem()); } if(s=="<<") { n=l1.countItems(); for(int i=0;i<n;i++) { l1.select(i); l2.addItem(l1.getSelectedItem()); }} if(s==">>") { n=l2.countItems(); for(int i=0;i<n;i++) { l2.select(i); l1.addItem(l2.getSelectedItem()); }}}}	2	N	A	2	"<" is pressed item from list1 is added to list2
481	What will happen when you attempt to compile and run the following code? import java.awt.*; import java.awt.event.*; public class MClick extends Frame implements MouseListener { public static void main(String argv[]) { MClick s = new MClick(); } MClick() { this.addMouseListener(this); } public void mouseClicked(MouseEvent e) { System.out.println(e.getWhen()); } }	2	N	A	2	Compile time error
482	When a program class implements an interface, it must provide behavior for	2	N	U	2	all methods defined in that interface
483	When ContainerEvent is generated, following action is done-	2	N	U	2	Component is added or removed
484	When the event source generates an event the event source notifies to .... that the event has occurred.	2	N	U	2	all the listener objects
485	When the given output is generated ? Figure:-	2	Y1	U	2	When Alphabet key A is pressed
486	When two or more object are added as listeners for the same events ,ehich listener is first invoked to handle the event?	2	N	U	2	The last object that wass added as listner
487	When two or more objects are added as listeners for the same event, which listener is first invoked to handle the event?	2	N	A	2	There is no way to determine which listener will be invoked first.

#	Question					Answer
488	When two or more objects are added as listeners for the same event, which listener is first invoked to handle the event?	2	N	U	2	The last object that was added as listener
489	When two or more objects are added as listeners for the same events,which listener is first invoked to handled the event?	2	N	U	2	There is no way to determine which listener will be invoked first
490	When user change text present In text field then that event listen by	2	N	U	2	TextListener
491	When you run the following applet from a browser, what is displayed: import javax.swing.*; public class Test extends JApplet { public Test() { System.out.println("Default constructor is invoked"); } public void init() { System.out.println("Init method is invoked"); } }	2	N	U	2	Default constructor is invoked, then Init method is invoked
492	Whether the given code is correct to generate the given output import java.applet.*; import java.awt.*; public class MyControl5 extends Applet implements ActionListener { List l; TextField t; Button b; public void init() { b=new Button("Add"); l=new List(); t=new TextField(); add(b); add(l); add(t); b.addActionListener(this); } public void actionPerformed(ActionEvent ae) { l.add(t.getText()); } } Figure:-	2	Y1	A	2	No
493	Which of these events will be generated if we close an applet's window ?	2	N	A	2	WindowEvent
494	Which among the following is true about the event?	2	N	U	2	all of these
495	Which are passive controls that do not support any interaction with the user?	2	N	U	2	Labels
496	Which are the methods of MouseMotionListener	2	N	U	2	void mouseMoved(MouseEvent e) , void mouseDragged(MouseEvent
497	Which AWT control is required for geting following output Figure:-	2	Y1	A	2	Label
498	Which class header would be used to create an applet that accepts a click on a button?	2	N	U	2	public class MyApplet extends Japplet implements ActionListener
499	Which class is used for this Processing Method processActionEvent( )?	2	N	A	2	Button,List,MenuItem
500	Which controls are used to get the following output Figure:-	2	Y1	A	2	TextField, TextArea , Button

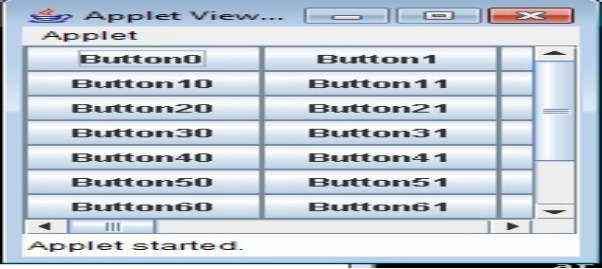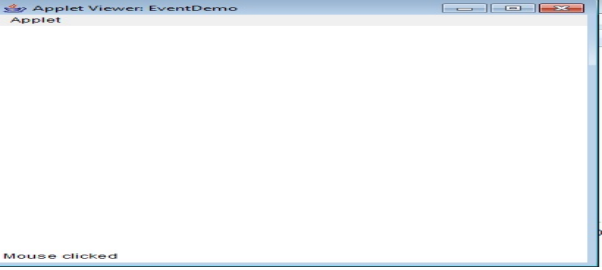| No	Question					Answer
501	Which Event is /are handdled on List Component	2	N	A	2	Any of one depends on single click and double click
502	Which Event is generated when a component is added to or removed from a container	2	N	U	2	ContainerEvent
503	Which Event is generated when applet window is closed by user?	2	N	U	2	WindowEvent
504	Which event is generated when the position of scrollbar is changed.Select the correct answer.	2	N	A	2	AdjustmentEvent
505	which Event is required in to minimize and close the object drawn by the following code import java.awt. *; import java. Awt. Event.*; /*<applet code = "Application window " height = 300 width = 200> </applet>*/ public class ApplicationFrame extends Frame { public ApplicationFrame () { super ("Application Window"); setSize(200,200); } public static void main (String [] args) { Application frame aw = new public Application Frame (); aw. set Visiible (true); } }	2	N	A	2	C. Window listener
506	Which import statement is used for following program. /* <applet code=exp1.class width=200 height=200> </applet> */ public class exp1 extends Applet { public void init() { setLayout(new BorderLayout()); add(new Button("TOP"),BorderLayout.NORTH); add(new Button("BOTTOM"),BorderLayout.SOUTH); add(new Button("RIGHT"),BorderLayout.EAST); add(new Button("LEFT"),BorderLayout.WEST); } }	2	N	A	2	import java.awt.event.*; import java.awt.*; import java.applet.*;
507	Which is mssing statement in the following code import java.awt.*; import java.awt.event.*; import javax.swing.*; import java.applet.*; /*<applet code="JRadio1" width=300 height=100> </applet>*/ public class JRadio1 extends JApplet implements ActionListener { Container ContentPane=getContentPane(); JTextField tf; public void init() { ContentPane.setLayout(new FlowLayout()); JRadioButton r1=new JRadioButton("Red"); r1.addActionListener(this); ContentPane.add(r1); JRadioButton g1=new JRadioButton("Green"); ContentPane.add(g1); JRadioButton b1=new JRadioButton("Blue"); b1.addActionListener(this); ContentPane.add(b1); ButtonGroup bg=new ButtonGroup(); bg.add(r1); bg.add(g1); bg.add(b1); tf=new JTextField(5); ContentPane.add(tf); } public void actionPerformed(ActionEvent ae) { String s; s=ae.getActionCommand(); if(s=="Red") ContentPane.setBackground(Color.red); else if(s=="Green") ContentPane.setBackground(Color.green); else if(s=="Blue") ContentPane.setBackground(Color.blue); } }	2	N	A	2	g1.addActionListener(this);
508	Which is the mehtod of keyListener Interface?	2	N	U	2	All of above
509	Which line of code is missing in following code import java.awt.*; import java.awt.event.*; import java.applet.*; /*<applet code="KeyEventDemo.class" width=400 height=400> </applet>*/ public class KeyEventDemo extends Applet implements KeyListener { String msg=""; public void init() { addKeyListener(this); } public void keyPressed(KeyEvent e) { showStatus("Key Down"); int key=e.getKeyCode(); repaint(); } public void keyTyped(KeyEvent e) { msg+=e.getKeyChar(); repaint(); } public void paint(Graphics g) { g.drawString(msg,10,20); } }	2	N	A	2	public void keyReleased(KeyEvent e) { showStatus("Key up&qu }
510	Which line of code is missing in following code and error statement code line import java.awt.*; import java.awt.event.*; import java.applet.*; /*<applet code="KeyEventDemo.class" width=400 height=400> </applet>*/ public class KeyEventDemo extends Applet implements _____ { String msg=""; public void init() { addKeyListener(this); } public void keyPressed(KeyEvent e) { showStatus("Key Down"); int key=e.getKeyCode(); repaint(); } public void keyTyped(KeyEvent e) { msg+=e.getKeyChar(); repaint(); } public void paint(Graphics g) { g.drawString(msg,10,20); } }	2	N	A	2	KeyListener public void keyReleased(KeyEvent e) { showStatus("Key up"); }
	which listener is missing in following code.? import java.awt.*; import java.awt.event.*; import					

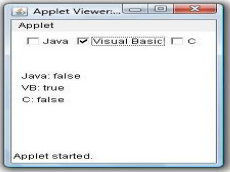| 511	java.applet.*; public class TextField_Demo extends Applet implements ¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬ { Label l1,l2; TextField t1,t2; String msg; public void init() { l1=new Label("Name :"); l2=new Label("Pass :"); t1=new TextField(20); t2=new TextField(20); t2.setEchoChar('*'); add(l1); add(t1); add(l2); add(t2); t1.addActionListener(this); t2.addActionListener(this); } public void actionPerformed(ActionEvent ae) { repaint(); } public void paint(Graphics g) { msg="Name : "; msg+=t1.getText(); g.drawString(msg,6,100); msg="Selected text : "; msg+=t1.getSelectedText(); g.drawString(msg,6,200); msg="Pass : "; msg+=t2.getText(); g.drawString(msg,6,300); }	2	N	A	2	ActionListener
512	Which Listener is required here to handle current event Figure:- 	2	Y1	A	2	itemListener
513	Which Listener is required to handle event Figure:- 	2	Y1	A	2	ActionListener
514	which Listeners are required for following output. Figure:- 	2	Y1	A	2	MouseListener, MouseMotionListener
515	Which method is missing in the code given below :import java. Awt. *; import java.awt.event.*; class Aevent extends Frame implements ActionListener{ TextFieldtf; Aevent (){ tf=new TextField (); tf.setBounds(60,50,170,20); Button b = new Button ("click me ") b.setBounds	2	N	A	2	b.addActionListener()

	(100,120,80,30); add (b);add(tf); setSize(3600,300); setLayout(null); setVisible (true); } public void actionPerformed (ActionEvent e) { tf.setText("Welcome"); } pulic static void main (String args []) { new AEvent(); } }					
516	Which method ******** is missing in following program. import java.awt.*; import java.awt.event.*; class FrameDemo extends Frame { FrameDemo() { addWindowListener(new MyWindowAdapter()); } public static void main(String args[]) { FrameDemo f=new FrameDemo(); f.setSize(100,200); f.setTitle("Frame window"); f.setVisible(true); } public void paint(Graphics g) { g.drawString("this is a frame",100,200); } class MyWindowAdapter extends WindowAdapter { public void ********* (WindowEvent we) { System.exit(0); } } }	2	N	A	2	windowClosing()
517	Which method identifies the type of an event generated. Select the one correct answer.	2	N	U	2	getID()
518	Which method is Applcable for ItemListener interface ?	2	N	R	2	itemStatechanged(ItemEvent e)
519	Which method is missing in following program. import java.awt.*; import java.awt.event.*; import java.applet.*; /* <applet code="MouseEventsapp" width=300 height=100> </applet> */ public class MouseEventsapp extends Applet implements MouseMotionListener { String msg = ""; int mouseX = 0, mouseY = 0; public void init() { addMouseMotionListener(this); } public void mouseDragged(MouseEvent me) { mouseX = me.getX(); mouseY = me.getY(); msg = "*"; showStatus("Dragging mouse at " + mouseX + ", " + mouseY); repaint(); } public void paint(Graphics g) { g.drawString(msg, mouseX, mouseY); } }	2	N	A	2	mouseMoved()
520	Which method is missing in following program. import java.awt.*; import java.awt.event.*; import java.applet.*; /* <applet code="MouseEventsapp" width=300 height=100> </applet> */ public class MouseEventsapp extends Applet implements MouseListener { String msg = ""; int mouseX = 0, mouseY = 0; // coordinates of mouse public void init() { addMouseListener(this); } public void mouseClicked(MouseEvent me) { mouseX = 0; mouseY = 10; msg = "Mouse clicked."; repaint(); } public void mouseEntered(MouseEvent me) { mouseX = 0; mouseY = 10; msg = "Mouse entered."; repaint(); } public void mouseExited(MouseEvent me) { // save coordinates mouseX = 0; mouseY = 10; msg = "Mouse exited."; repaint(); } public void mousePressed(MouseEvent me) { msg = "Down"; repaint(); } public void paint(Graphics g) { g.drawString(msg, mouseX, mouseY); } }	2	N	A	2	mouseReleased()
521	which method is required to register mouse listener to awt components	2	N	A	2	addMouseListener
522	which method is requried to handle the button event as shown in following image ? //Experiment no.05 //Porgam for Handling Events import java.awt. * ; import java.applet.*; import java.awt. Event.*; public class DemoEvent extends Applet implements ActionListener { TextField t1,t2,t3; Label l1,l2,l3; Button b1,b2,b3,b4; public void init() // Applet Initilized { t1 = new TextField(5); t2 = new TextField(5); t3= new TextField(5) l1 = new Label ("First N0"); l2 = new Label ("Second No") l3 = new Label ("Add/Sub/Div/Mul is :"); b1.addActionListener(this); b2.addActionListener(this) b3.addAction Listener; b4.addAction Listener; GridLayout g= new GridLayout(5,2); Set Layout (g); add (l1)add(t1);add(l2);add(t2); add (l3)add(t3);add(b1);add(b2); add(b3); add(b4); { _____//expected here { if (e.getSourc() ==b1) int n1=Integer.parseInt(t1.getText()); int n2=Integer.parseInt(t2.getText()); int n3 =n1+n2; l3.setText("Additionis:"); t3.setText(Integer.toString(n3)); } if (e.getSourc() ==b2) int n1=Integer.parseInt(t1.getText()); int n2=Integer.parseInt(t2.getText()); int n3 =n1-n2; l3.setText("Subtraction is:"); t3.setText(Integer.toString(n3)); } if (e.getSourc() ==b3) int n1=Integer.parseInt(t1.getText()); int n2=Integer.parseInt(t2.getText()); int n3 =n1*n2; l3.setText("Multiplication is:"); t3.setText(Integer.toString(n3)); } if (e.getSourc() ==b4) int n1=Integer.parseInt(t1.getText()); int n2=Integer.parseInt(t2.getText()); int n3 =n1/n2; l3.setText("Division is:"); t3.setText(Integer.toString(n3)); } } } /* <Applet code ="DesmoEvent.class" height="150" width ="250"> */	2	N	A	2	D. public void actionPerformed (ActionEvent event)
523	Which method is used to display icon on a component?	2	N	U	2	setIcon(ImageIcon i)
524	Which of the following are valid return types, for listener methods ?	2	N	A	2	void
525	Which of the constant(s) from following constants is defined in WindowEvent class?	2	N	U	2	ALL ABOVE

526	Which of the following are true?	2	N	U	2	A and C
527	Which of the following are true?	2	N	U	2	Button object may generate an ActionEvent
528	Which of the following code is required to display output in table format.	2	N	U	2	Container c1=getContentPane(); c1.setLayout(new Gridlayout());
529	which of the following components generate item event	2	N	A	2	Button
530	Which of the following does NOT generate GUI events?	2	N	U	2	Displaying the text in a label.
531	Which of the following does not have it default Layout as BorderLayout	2	N	U	2	Panel
532	Which of the following event of KeyEvent class is generated when a character is pressed?	2	N	U	2	All of above
533	Which of the following geenerate action event?	2	N	U	2	Button
534	Which of the following handles event in Event Delegation Model?	2	N	U	2	Listener
535	Which of the following integer constants are defined by AdjustmentEvent class that can be used to identify adjustment events? 1. BLOCK_DECREMENT 2. BLOCK_INCREMENT 3. TRACK 4. UNIT_DECREMENT 5. UNIT_INCREMENT	2	N	A	2	All are defined
536	which of the following is not type of keyEvent class	2	N	U	2	KEY_DOWN
537	Which of the following is the highest class in the event delegation class hierarchy? Figure:-	2	N	U	2	java.util.EventObject
538	Which of the following methods of ItemListener must be overriden in order to handle ItemEvent?	2	N	U	2	public void itemStateChanged(ItemEvent obj)
539	Which of the following MouseMotionListener interface methods?	2	N	U	2	mouseDragged(MouseEvent me), mouseMoved(MouseEvent me)
540	Which of the following statements are true? A. All events will be processed in the order, the listener were added. B. Using the adapter approach to event handling means creating blank method bodies for all event methods. C. A component may have multiple listeners associated with it. D. Listeners may be removed once added.	2	N	U	2	C and D
541	Which of the following statements are true?	2	N	A	2	JButton has a constructor new JButton(Action) that enables you to ac instance of Action to the menu.
542	Which of the following statements is true about MouseMotionListener?	2	N	U	2	All of the mentioned
543	Which of the following statements registers a panel object p as a listener for a button variable jbt?	2	N	U	2	jbt.addActionListener(p)
544	Which of the follwing component cannot be registared with actionPerformed() method of ActionListener?	2	N	U	2	CheckBox
545	Which of these are constants defined in WindowEvent class?	2	N	U	2	All of the mentioned
546	Which of these are integer constants defined in ActionEvent class?	2	N	A	2	ALL of the mentioned
547	Which of these are integer constants of TextEvent class?	2	N	U	2	TEXT_VALUE_CHANGED
548	Which of these are integer constants of ComponentEvent class?	2	N	A	2	All of the mentioned
549	Which of these constant value will change when the button at the end of scroll bar was clicked to increase its value?	2	N	U	2	UNIT_INCREMENT

550	Which of these event will be generated if we close an applet window?	2	N	U	2	WindowEvent
551	Which of these events are notifide by List?	2	N	U	2	both a and b
552	Which of these events is generated when a button is pressed ?	2	N	U	2	ActionEvent
553	Which of these events is generated when the component is added or removed?	2	N	U	2	ContainerEvent
554	which of these events will be generated if we close an applet's window?	2	N	A	2	WindowEvent
555	Which of these Events will be notified if scroll bar is manipulated	2	N	U	2	AdjustmentEvent
556	which of these Integer Constant Are defined in ActionEventClass	2	N	A	2	all of the these
557	which of these interfaces define a method actionPerformed()?	2	N	U	2	ActionListener
558	Which of these interfaces handles the event when a component is added to a container?	2	N	U	2	ContainerListener
559	Which of these is superclass of WindowEvent class?	2	N	U	2	ComponentEvent
560	Which of these methods are used to register a keyboard event listener?	2	N	U	2	addKeyListener()
561	which of these methods are used to register a mouse motion listener?	2	N	A	2	addMouseMotionListener()
562	Which of these methods can be used to obtain the coordinates of a mouse?	2	N	U	2	getPoint()
563	Which of these methods can be used to obtain the reference to the container that generated a ContainerEvent?	2	N	U	2	getContainerEvent()
564	Which of these methods is defined in MouseMotionAdapter class?	2	N	A	2	A. mouseDragged()
565	Which of these methods is defined in MouseMotionAdapter class?	2	N	A	2	mouseMoved()
566	Which of these methods will respond when you click any button of mouse?	2	N	U	2	all of this
567	Which package contains all classes & methods required for Event Handling in Java?	2	N	U	2	java.awt.event
568	Which package should be added in the following program to get the proper output: public class JCheckBoxDemo extends JApplet implements ItemListener { JTextField jtf; public void init() { Container c = getContentPane(); c.setLayout(new FlowLayout()); ImageIcon img1 = new ImageIcon("jpgIcon.jpg"); ImageIcon img2= new ImageIcon("Winter.jpg"); ImageIcon img3 = new ImageIcon("Sunset.jpg"); JCheckBox cb = new JCheckBox("C", img1); cb.setRolloverIcon(img2); cb.setSelectedIcon(img3); cb.addItemListener(this); c.add(cb); cb = new JCheckBox("C++",img1); cb.setRolloverIcon(img2); cb.setSelectedIcon(img3); cb.addItemListener(this); c.add(cb); jtf = new JTextField(15); c.add(jtf); } public void itemStateChanged(ItemEvent ie) { JCheckBox cb = (JCheckBox)ie.getItem(); jtf.setText(cb.getText()); } }	2	N	A	2	All of these
569	Which program segment will generate the following output. Figure:-	2	Y1	A	2	Which program segment will generate the following output. import javax.swing.*; import java.awt.*; import java.awt.event.*; public clas DemoFrame extends JFrame implements ItemListener { JComboBox l Container c; public DemoFrame() { this.setLayout(new

570	Which statement allows the button named click to react to a mouse click?	2	N	U	2	click.addActionListener(this)
571	Which statement among the following is not true releated to Event?	2	N	U	2	A component may or may not have a way to register and deregister listeners
572	which statement is correct? 1)MouseClicked() is defined in MouseMotionListener 2)MouseEntered() is defined in MouseMotionListener 3)MouseMoved() is defined in MouseMotionListener 4)MouseReleased() is defined in MouseListener	2	N	A	2	3,4
573	Which statement is incorrect or missing in the following code import java.awt.*; import java.awt.event*; import javax.swing.*; public class radio extends JApplet implements _____ { pulic void init() { c.setLayout(new FlowLayout()); JRadioButton b1=new JRadioButton("Red"); b1.addActionListener(this); c.add(b1); JRadioButton b2=new JRadioButton("Green"); b2.addActionListener(this); c.add(b2); JRadioButton b3=new JRadioButton("Blue"); b3.addActionListener(this); c.add(b3); ButtonGroup bg=_____; bg.add(b1); bg.add(b2); bg.add(b3); } public voidactionPerformed(ActionEvent e){ setBackground(e.getActionCommand()); } }	2	N	A	2	Both A and B
574	Which statement is missing in following code : import java.awt.*; import javax.swing.*; import java.applet.*; import java.awt.event.*; /* <applet code="Square" width=300 height=300> </applet> */ public class Square extends Applet implements ActionListener { Button b1; Label l1,l2; TextField t1,t2; public void init() { l1=new Label("Enter the number"); l2=new Label("Square of number"); t1=new TextField(); t2=new TextField(); b1=new Button("Square"); setLayout(new GridLayout(3,2)); add(l1); add(t1); add(l2); add(t2); add(b1); } public void actionPerformed(ActionEvent ae) { if(ae.getSource()==b1) { float a=Float.parseFloat(t1.getText()); float c=a*a; t2.setText(Float.toString(c)); } } }	2	N	A	2	b1.addActionListener(this);
575	Which statement is true about the code fragment listed below? class MyListener extends MouseAdapter implements MouseListener { public void mouseEntered(MouseEvent mev) { System.out.println("Mouse entered."); } }	2	N	A	2	The code compiles without error and defines a class that could be use a mouse listener.
576	Which Statement with respect to inner class is true A)It is a way of logically grouping classes that are only used in one place: B)It increases encapsulation C) It can lead to more readable and maintainable code:	2	N	U	2	All A , B C are True
577	Which statements are missing in following program /*<applet code=ScrollRGB width=300 height=300> </applet>*/ import java.awt.*; import java.awt.event.*; import java.applet.*; public class ScrollRGB extends Applet implements AdjustmentListener { Color bkColor; Scrollbar red=new Scrollbar(Scrollbar.VERTICAL,0,1,0,255); Scrollbar green=new Scrollbar(Scrollbar.VERTICAL,0,1,0,255); Scrollbar blue=new Scrollbar(Scrollbar.VERTICAL,0,1,0,255); int i,j,k; public void init() { add(red); add(green); green.addAdjustmentListener(this); blue.addAdjustmentListener(this); } public void adjustmentValueChanged(AdjustmentEvent e) { if(e.getSource()==red||e.getSource()==green||e.getSource()==blue) { i=red.getValue(); j=green.getValue(); k=blue.getValue(); } repaint(); } public void paint(Graphics g) { bkColor=new Color(i,j,k); setBackground(bkColor); } }	2	N	A	2	add(blue); red.addAdjustmentListener(this);
578	Which statements should we add inorder to following code to handle events for MenuItems import java.awt.*; import java.awt.event.*; public class MenuDemo extends Frame implements _____ { Label l; MenuDemo() { MenuBar mbr = new MenuBar(); setMenuBar(mbr); Menu filemenu = new Menu("File"); mbr.add(filemenu); MenuItem new1 = new MenuItem("New"); filemenu.add(new1); new1._____ l=new Label(); add(l); } public static void main(String args[]) {MenuDemo m = new MenuDemo(); m.setSize(200,200); m.setLocation(10,10); m.setVisible(true); } public void _____ { l.setText("New Clicked"); } }	2	N	A	2	ActionListener, addActionListener(this), actionPerformed(ActionEvent
	Which swing control is used for following output? Figure:-					

579		2	Y1	U	2	JButton,JscrollPane
580	Which type of the following program : import java.awt.event.ActionEvent; import java.awt.event.ActionListener; import javax.swing.*; public class OuterClass extends JFrame { public static void main(String[] args) { OuterClass outer = new OuterClass(); JButton button = new JButton("Don't click me!"); button.addActionListener(new ActionListener () { public void actionPerformed(ActionEvent event) { System.out.printIn("Ouch !"); } }); outer.add(button); outer.pack(); outer.setVisible(true); } }	2	N	U	2	Anonymous Inner class
581	Which values are defined in InputEvent class to represent modifiers?	2	N	U	2	All the above
582	Which will be the correct code for the following output Figure:-	2	Y1	A	2	import java.awt.*; import java.awt.event.*; import java.applet.*; pul class EventDemo extends Applet implements MouseListener { pub void init() { addMouseListener(this); } public void mouseClicked(MouseEvent me) { showStatus(&q
583	Which will be the layout of the output window Figure:-	2	Y1	A	2	GridBagLayout
584	Window is type of	2	N	U	2	All of this
	Write the missing statement import java.applet.Applet; import java.awt.Checkbox; import java.awt.Graphics; import java.awt.event.ItemEvent; -- /* <applet code="HandleCheckboxEvent" width=200 height=200> </applet> */ public class HandleCheckboxEvent extends Applet implements ItemListener{ Checkbox java = null; Checkbox vb = null; Checkbox c = null; public void init(){ java = new Checkbox("Java"); vb = new					

	Checkbox("Visual Basic"); c = new Checkbox("C"); add(java); add(vb); add(c); java.addItemListener(this); vb.addItemListener(this); c.addItemListener(this); } public void paint(Graphics g){ g.drawString("Java: " + java.getState(),10,80); g.drawString("VB: " + vb.getState(), 10, 100); g.drawString("C: " + c.getState(), 10, 120); } public void itemStateChanged(ItemEvent ie) { repaint(); } } Figure:-					
585		2	Y1	A	2	import java.awt.event.ItemListener;
586	You have created a simple Frame and overridden the paint method as follows public void paint(Graphics g) { g.drawString("Dolly",50,10); } What will be the result when you attempt to compile and run the program?	2	N	A	2	The lower part of the word Dolly will be seen at the top of the form, w the top hidden
587	_____is used to obtained the object that generate Window event	2	N	A	2	getWindow()
588	_____ method can be used to know the degree of adjustment made by user with ScrollBar?	2	N	U	2	getValue()
589	_____method can be used to change location of event	2	N	A	2	TranslatePoint()
590	……………method can be used to obtain refrence to the container that generate ContainerEvent.	2	N	A	2	getContainerEvent()