Review Questions

1. In Java, repainting of a visible surface is triggered by \_\_\_\_\_.
2. the operating system
3. the application
4. either of these
5. none of these

2. The method where you should place drawing code for Swing objects is \_\_\_\_\_\_\_\_\_\_\_\_\_\_.

a. callPaint()

b. paint()

c. requestPaint()

d. paintComponent()

3. The paintComponent() method header requires a(n) \_\_\_\_\_\_\_\_\_\_\_\_\_\_ argument.

a. Graphics

b. int

c. String

d. Color

4. The three arguments to the drawString() method represent \_\_\_\_\_.

a. a String and horizontal and vertical positions

b. a String, a Color, and a Font

c. a Graphics object, a String, and a Point position

d. a JPanel, a Graphics object, and a Font

5. The statement g.drawString(someString, 50, 100); places someString’s \_\_\_\_\_\_\_\_\_\_\_\_\_\_ corner at position 50, 100.

a. upper-left

b. lower-left

c. upper-right

d. lower-right

6. If you use the setColor() method to change a Graphics object’s color to yellow, \_\_\_\_\_\_\_\_\_\_\_\_\_\_.

a. only the next output from the object appears in yellow

b. all output from the object for the remainder of the method always appears in yellow

c. all output from the object for the remainder of the application always appears in yellow

d. all future output from the object appears in yellow until you change the color

7. In the statement x.drawString greeting("Hi ", 10, 10);, x is a \_\_\_\_\_\_\_\_\_\_\_\_\_\_ object.

a. Graphics

b. String

c. JPanel

d. Font

8. The statement g.drawRoundRect(100, 100, 100, 100, 0, 0); draws a shape that looks most like a \_\_\_\_\_\_\_\_\_\_\_\_\_\_.

a. square

b. round-edged rectangle

c. circle

d. straight line

9. If you draw an oval with the same value for width and height, you draw a(n) \_\_\_\_\_\_\_\_\_\_\_\_\_\_.

a. circle

b. square

c. rounded square

d. ellipsis

10. The zero-degree position for any arc is at the \_\_\_\_\_\_\_\_\_\_\_\_\_\_ o’clock position.

a. three

b. six

c. nine

d. twelve

11. The method you use to create a solid arc is \_\_\_\_\_\_\_\_\_\_\_\_\_\_.

a. solidArc()

b. fillArc()

c. arcSolid()

d. arcFill()

12. You use the \_\_\_\_\_\_\_\_\_\_\_\_\_\_ method to copy any rectangular area to a new location.

a. copyRect()

b. copyArea()

c. repeatRect()

d. repeatArea()

13. The measurement of an uppercase character from the baseline to the top of the character is its \_\_\_\_\_\_\_\_\_\_\_\_\_\_.

a. ascent

b. descent

c. leading

d. height

14. To be certain that a vertical series of Strings drawn with object g has enough room to appear on a JPanel, which of the following expressions should you use for the vertical coordinate?

a. y += g.getFontMetrics().getHeight();

b. y += g.getFontMetrics().getLeading();

c. g.getFontMetrics().getAscent();

d. y += g.getFontMetrics().getDescent();

15. You can discover which fonts are available on your system by using the \_\_\_\_\_\_\_\_\_\_\_\_\_\_.

a. getAvailableFontFamilyNames() method of the GraphicsEnvironment class

b. getFonts() method of the Graphics class

c. getMyFonts() method of the GraphicsFonts class

d. getAllFonts() method of the Fonts class

16. The data types returned by the getScreenResolution() and getScreenSize() methods are \_\_\_\_\_\_\_\_\_\_\_\_\_\_.

a. both ints

b. an int and an object of type Dimension

c. both objects of type Dimension

d. both doubles

17. A Graphics2D object can be produced by \_\_\_\_\_\_\_\_\_\_\_\_\_\_.

a. calling setGraphics2D()

b. calling getGraphics2D()

c. casting a Graphics2D object

d. casting a Graphics object

18. The process of drawing with Java 2D objects includes \_\_\_\_\_\_\_\_\_\_\_\_\_\_.

a. specifying the rendering attributes

b. setting a drawing stroke

c. both of the above

d. none of the above

19. A gradient fill is a gradual change in \_\_\_\_\_\_\_\_\_\_\_\_\_\_.

a. color

b. font size

c. drawing style

d. line thickness

20. With 2D methods, the drawing line is known as a \_\_\_\_\_.

a. brush

b. stroke

c. belt

d. draw