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## PROGRAMMING IN JAVA

### Assignment 8

TYPE OF QUESTION: MCQ

Number of questions: 10

Total mark:  $10 \times 1 = 10$

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#### **QUESTION 1:**

In Java AWT, TextArea and TextField are the subclass of

- a. List
- b. Label
- c. TextComponent
- d. TextBox

**Correct Answer: c**

#### **Detailed Solution:**

TextArea and TextField are the two sub classes of TextComponent in Java AWT.

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#### **QUESTION 2:**

The class at the top of the AWT hierarchy is

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

**Correct Answer: a**

#### **Detailed Solution:**

Others are the sub classes of the Component class.

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#### **QUESTION 3:**

Which of the following packages provides many methods for graphics programming?

- a. java.awt
- b. java.Applet



- c. java.Graphics
- d. java.io

**Correct Answer: a**

**Detailed Solution:**

There is no package like java.Graphics and java.Applet. The Graphics class and other classes, which are necessary for GUI programming is defined in java.awt package.

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**QUESTION 4:**

When we invoke `repaint()` for a `java.awt.Component` object, the AWT invokes which of the following method ?

- a. draw( )
- b. show( )
- c. update( )
- d. paint( )

**Correct Answer: c**

**Detailed Solution:**

The `repaint()` method calls automatically `update()` method and in turn `update()` method calls `paint()` method.

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**QUESTION 5:**

Which of the following statement(s) is/are correct?

- a. AWT components are platform-independent.
- b. AWT follows the MVC (Model View Controller).
- c. Swing components are platform-dependent.
- d. Swing follows MVC (Model View Controller).

**Correct Answer: d**

**Detailed Solution:**

AWT components are platform dependent and not follow MVC. Swing components follow MVC and are platform independent.

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**QUESTION 6:**

What is the name of the method used to get the timestamp of an event in AWT ActionEvent Class ?

- a. getWhen().
- b. getModifiers().
- c. paramString().
- d. getActionCommand().

**Correct Answer: a**

**Detailed Solution:**

getWhen( ) method of ActionEvent class returns the timestamp of the event when it is occurred.

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**QUESTION 7:**

What invokes immediately after the start() method in an applet?

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

**Correct Answer: c**

**Detailed Solution:**

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

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**QUESTION 8:**

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

- e. stop()
- f. paint()
- g. init()
- h. destroy()

**Correct Answer: c**

**Detailed Solution:**



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

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**QUESTION 9:**

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

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

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

**Correct Answer: d**

**Detailed Solution:**

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

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**QUESTION 10:**

**What is the name of the method used to retrieve the label of a button in AWT?**

- a. `getLabel()` method of Button class.
- b. `setLabel(String str)` method of Button class
- c. `getActionCommand()` method of Button class.
- d. `addNotify()` method of Button class.

**Correct Answer: a**

**Detailed Solution:** `getLabel()` method of Button class is used to retrieve the label of a button.

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