

CST8221 – Java Application Programming

Final Exam Description

Date: Monday, 25 April 2016, Time: 14:30-16:30, Room: T303

What is on the test?

The Final Exam is a comprehensive and relatively easy examination on all of the material covered in the course. The Final exam consists of 61 questions. The first 60 are Yes/No, True/False, and Multiple-choice questions. The last question is a “reverse engineering” question. You will be presented with a short program and you will be expected to draw a picture of the GUI the program would display after launch. The test will count for 30% of your course mark.

How to prepare

Follow these simple and easy steps:

Step 1.

Read very carefully all of the materials published on Blackboard (lecture units, hybrid activities, and labs). If you understand the basic concepts presented there and have a good grasp of how the corresponding Java code works, you are 90.001% ready for the test. To prepare for the “reverse engineering” question you should have a basic understanding of how the following components work: *JFrame*, *JPanel*, *BorderLayout*, *FlowLayout*, *GridLayout*, *JButton*, and *TextField*.

Step 2.

Read very carefully your Midterm test and make sure that you can answer all of the questions correctly. Now, you are 95.005% ready for the test

Step 3.

Read carefully the following textbook chapters: 14, 15, 23, 25, 26, 27, and 28. Once you are done, you will be 100% ready for the test.

Test questions examples

Q1. Can a JPanel contain another JPanel?

- a. Yes b. No

The correct answer is a. [HA2]

Q2. Applet is a Java GUI application which is launched and run by a browser.

- a. True b. False

The correct answer is a. [Lab8]

Q3. Can multiple threads which are not sharing common resources create a deadlock?

- a. Yes
- b. No

The correct answer is b. [HA10]

Q4. A new thread begins its life cycle by transitioning to the _____ state.

- a. *runnable*.
- b. *waiting*.
- c. *terminated*.
- d. *new*.

The correct answer is d. [U9]

Q5. Once the **ServerSocket** is created, the server can listen indefinitely (or block) for an attempt by a client to connect. This is accomplished with a call to the **ServerSocket** method _____.

- a. connect().
- b. block().
- c. accept() .
- d. wait().

The correct answer is c. [U10]

Q6. Java programs communicate with databases using what API?

- a. DBMS.
- b. JDBC.
- c. RDBMS.
- d. Database.

The correct answer is b. [U11]

Prepare well and remember:

“Live as if you were to die tomorrow. Learn as if you were to live forever.” - Gandhi.