Arab Academy for Science, Technology and Maritime Transport College of Computing and Information Technology

Quiz

Lecturer : Dr. Shady Zahran
Course Title :
Course Code :
Time :
Date :
1. What is the purpose of the `extends` keyword in a Java class declaration?
A) To define an abstract method
B) To implement an interface
C) To inherit properties from a parent class
D) To overload a method
Answer: Third Choice
2. Which of the following is a characteristic of encapsulation in object-oriented programming with Java?
A) Classes are not related to each other
B) Objects hide their internal state and behavior from the outside world
C) Methods cannot be overridden
D) Constructors can only be used once
Answer: Second Choice
3. What is the purpose of the setOnAction method in JavaFX?
A) To set the width of a button
B) To handle mouse clicks on a button

C) To display a message when a button is clicked

D) To change the font style of a label
Answer: Second Choice
4. In JavaFX, which of the following isn't a type of layout pane?
A) GridPane
B) BorderPane
C) Group
D) FlowPane
Answer: Third Choice
5. What is the purpose of the extends keyword in Java?
A) Inheritance
B) Composition
C) Polymorphism
D) Encapsulation
Answer: First Choice
6. Which of the following JavaFX components can be used to display an image?
A) Button
B) ImageView
C) Label
D) TextField
Answer: Second Choice
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7. What is the default value of the "id" property for a Label control in JavaFX?
A) 0
B) null
C) "Label"
D) undefined

Answer: Third Choice
8. What is the purpose of the extends keyword in Java?
A) To implement an interface
B) To inherit from a class
C) To override a method
D) To create an anonymous class
Answer: Third Choice
9. Which of the following is a feature of JavaFX?
A) It allows you to write console-based applications.
B) It provides a way to create desktop applications with a GUI.
C) It is used for creating mobile apps.
D) It is only used for web development.
Answer: Second Choice
10. Which of the following JavaFX components can be used to display a graphical user interface (GUI)?
A) Button
B) TextField
C) Canvas
D) Image
Answer: Third Choice