

School of Computer Science Engineering and Technology

Course- BTech

Course Code- CSET

Year- First

Type- Core

Course Name- **Object Oriented Programming Using Java**

Semester- Even Batch- BTech 2nd Semester

Tutorial-10

Tutorial No.	Name	CO1	CO2	CO3
1	Basics	✓	--	--

Objective: The main objective of this tutorial is to learn about the basics of Java language.

10.1 Write code to create a JFrame and adding click button on it.

10.2 Write code for JFrame where onclick of a button the TextField updates it by writing – “Welcome to Bennett”.

10.3 What will be the output of following program?

```
import java.awt.*;
class button {
    button() {
        Frame f = new Frame();
        Button b1 = new Button("OK");
        b1.setBounds(100, 50, 50, 50);
        f.add(b1);
        Button b2 = new Button("SUBMIT");
        b2.setBounds(100, 101, 50, 50);
        f.add(b2);
        Button b3 = new Button("CANCLE");
        b3.setBounds(100, 150, 80, 50);
        f.add(b3);
        f.setSize(500, 500);
        f.setLayout(null);
        f.setVisible(true);
    }

    public static void main(String a[]) {
        new button();
    }
}
```

10.4 What will be the output of following program?

```
import java.awt.*;
class Lan {
    Lan() {
        Frame f = new Frame();
    }
}
```

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```
Label l1 = new Label("Select known Languages");

l1.setBounds(100, 50, 120, 80);
f.add(l1);

Checkbox c2 = new Checkbox("Hindi");
c2.setBounds(100, 150, 50, 50);
f.add(c2);
Checkbox c3 = new Checkbox("English");
c3.setBounds(100, 200, 80, 50);
f.add(c3);
Checkbox c4 = new Checkbox("marathi");
c4.setBounds(100, 250, 80, 50);
f.add(c4);

f.setSize(500, 500);
f.setLayout(null);
f.setVisible(true);
}

public static void main(String ar[]) {
    new Lan();
}
}
```

10.5 A ____ is the basic class for all SWING UI components?

- A. Container
- B. Jcomponent
- C. Component

10.6 A ____ is a one-line input field that allows the user to choose a number or an object value from an ordered sequence?

- A. JTextarea
- B. Jtextfield
- C. Jspinner
- D. Jslider

10.7 A ____ control is a dialogue window that allows the user to pick a file?

- A. JChoosFile
- B. JFilefield
- C. JFile
- D. JFileChooser

10.8 An ____ is a change in the state of an item?

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- A. Spinner
- B. Event
- C. Occurrence
- D. Activity

10.9 To manage events, Java employs the ____?

- A. Custom-based Event Model
- B. Retired Event Model
- C. Delegation Event Model

10.10 Which of the following component gives a drop-down list of options from which to choose?

- A. JPanel
- B. JButton
- C. JComboBox
- D. JBox