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NPTEL

Courses » Programming in Java

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Unit 10 - Week 8 :

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Course outline

How to access the portal

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● Lecture 37 : Demonstration-XIII

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DOWNLOAD VIDEOS

Assignment Solution

Assignment 8

The due date for submitting this assignment has passed.   **Due on 2019-03-27, 23:59 IST**
As per our records you have not submitted this assignment.

1)   *1 point*

Which of the following statement is/ are true about the execution of an applet?

   a. The browser downloads the .class file from the machine hosting the .html file.
   b. Applet cannot read any data (e.g., file, keyboard, etc.) from the browser machine.
   c. If any image, audio and video files are to be played, it needs to be downloaded from the host machine prior to the execution of the applet code.
   d. If a browser cannot understand a tag in an HTML file, the browser will simply ignore that and continue the processing of the next tag in the HTML file.

○ a.

○ b.

○ c.

○ d.

No, the answer is incorrect.
Score: 0

Accepted Answers:
d.

2)   *1 point*

Which of the following is a valid HTML file to run an applet program store in MyApplet.java file?

a.
```
<APPLETCODE ="MyApplet.class">
</APPLET>
```

b.
```
<APPLETCODE="MyApplet.java"  WIDTH=250 HEIGHT=200>
```

c.
```
<applet code="MyApplet.class"  width=250 height=200>
</applet>
```

d.
```
<applet code="MyApplet"  height ="250" width ="200">
</applet>
```

☐ a.

☐ b.

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d.

3)   *1 point*

Which of the following is NOT necessarily TRUE for an html file?

    a. An html fie is a case sensitive.
    b. The name of an html file hosting a class file not necessarily be the same as the name of the .class file.
    c. The extension of an html file may be .html or .htm
    d. An applet can read its input from an html file.

   ○ a.
   ○ b.
   ○ c.
   ○ d.

No, the answer is incorrect.
Score: 0

Accepted Answers:
a.

4)   What invokes immediately after the start() method?   *1 point*

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

   ○ a.
   ○ b.
   ○ c.
   ○ d.

No, the answer is incorrect.
Score: 0

Accepted Answers:
c.

5)   Which method is called only once during the run time of an applet?   *1 point*

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

   ○ a.
   ○ b.
   ○ c.
   ○ d.

No, the answer is incorrect.
Score: 0

Accepted Answers:
c.

6)   *1 point*

Which is the container that doesn't contain title bar, but it can have other components like button, textfield, etc.?

    a. Window
    b. Frame
    c. Panel
    d. Container

○ a.

○ b.

○ c.

○ d.

No, the answer is incorrect.
Score: 0

Accepted Answers:
c.

7) The class at the top of the AWT hierarchy is   *1 point*

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

○ a.

○ b.

○ c.

○ d.

No, the answer is incorrect.
Score: 0

Accepted Answers:
c.

8)   *0 points*
Which package provides many event classes and Listener interfaces for event handling?

    a. java.awt
    b. java.lang
    c. java.io
    d. java.util

○ a.

○ b.

○ c.

○ d.

No, the answer is incorrect.
Score: 0

Accepted Answers:
a.

9) Give the abbreviation of AWT?   *1 point*

    a. Applet Window Toolkit
    b. Abstract Window Toolkit
    c. Absolute Window Toolkit
    d. None of the above

○ a.

○ b.

○ c.

○ d.

No, the answer is incorrect.
Score: 0

Accepted Answers:
b.

10)   *1 point*

Name the class which is used to represent a GUI application window, and is optionally resizable
and can have a title bar, an icon. Select the correct answer in the following.

    a. Window
    b. Panel
    c. Dialog
    d. Frame

○ a.

○ b.

○ c.

○ d.

No, the answer is incorrect.
Score: 0

Accepted Answers:
c.

11)   *1 point*

Which class can be used to represent a checkbox with a textual label that can appear in a menu.
Select the one correct answer.

    a. MenuBar
    b. MenuItem
    c. CheckboxMenuItem
    d. Menu

○ a.

○ b.

○ c.

○ d.

No, the answer is incorrect.
Score: 0

Accepted Answers:
c.

12) Which is/are used to create a Frame?   *1 point*

    1. By creating the object of Frame class (association)
    2. By extending Frame class (inheritance)

        a. Only 1
        b. Only 2
        c. Both
        d. None

○ a.

○ b.

○ c.

○ d.

No, the answer is incorrect.
Score: 0

Accepted Answers:
c.

13)   *1 point*

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)

- a.
- b.
- c.
- d.

No, the answer is incorrect.
Score: 0

Accepted Answers:
d.

14) Which of the following sets the frame, say frame to 300 pixels wide by 200 high?   *1 point*

```
a. fram.setSize ( 300, 200 );
b. fram.setSize ( 200, 300 );
c. fram.paint ( 300, 200 );
d. fram.setVisible ( 300, 200 );
```

- a.
- b.
- c.
- d.

No, the answer is incorrect.
Score: 0

Accepted Answers:
a.

15)   *1 point*

Fill in the blanks so that this program displays a Frame:

```
importjava.awt.*;

public class microGUI
{
public static void main ( String[] args )
  {
     Frame frm = new _____ ( );
frm._____ ( 150, 100 );
frm._____ ( true );
  }
}
```

    a.   Form, setVisible, setOn

    b.   Frame, setSize, setVisible

    c.   Frame, setVisible, setSize

    d.   Window, setSize, paint

- a.
- b.
- c.
- d.

No, the answer is incorrect.
Score: 0

Accepted Answers:
b.

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