

## Homework

The following homework is designed to cover the course objectives for this unit.

### Homework Exercise 9.1

Submit your written answers to the following 20 questions to your instructor at the beginning of Unit 10.

1. Which of the following statements registers a panel object p as a listener for a button variable jbt?
  - a. addActionListener(p);
  - b. jbt.addActionListener(p);
  - c. jbt.addEventListeners(p);
  - d. jbt.addActionEventListener(p);
2. To listen to mouse-clicked events, the listener must implement the \_\_\_\_\_ interface or extend the \_\_\_\_\_ adapter.
  - a. MouseMotionListener/MouseMotionAdapter
  - b. MouseListener/MouseAdapter
  - c. WindowListener/WindowAdapter
  - d. ComponentListener/ComponentAdapter
3. The listener's \_\_\_\_\_ method is invoked after a mouse button is pressed but not yet released.
  - a. public void mousePressed(MouseEvent e)
  - b. public void mouseClicked(MouseEvent e)
  - c. public void mouseEntered(MouseEvent e)
  - d. public void mouseExited(MouseEvent e)
  - e. public void mouseReleased(MouseEvent e)
4. Which of the following interfaces should be implemented to listen for a button action event?
  - a. WindowListener
  - b. ContainerListener
  - c. ActionListener
  - d. FocusListener
  - e. MouseListener

5. Suppose A is an inner class in Test. A is compiled into a file named \_\_\_\_\_.  
a. A\$Test.class  
b. Test&A.class  
c. A.class  
d. Test\$A.class
6. Which of the following methods in the `ActionEvent` returns the action command of the button?  
a. `getModifiers()`  
b. `getID()`  
c. `getActionCommand()`  
d.  `paramString()`
7. To be a listener for `ActionEvent`, an object must be an instance of \_\_\_\_\_.  
a. `ActionListener`  
b. `EventObject`  
c. `WindowEvent`  
d. `WindowListener`  
e. `ActionEvent`
8. The handler, for example `actionPerformed`, is a method in \_\_\_\_\_.  
a. the `EventObject` class  
b. the `Object` class  
c. a source object  
d. both source and listener object  
e. a listener object
9. The component that processes the listener is called the \_\_\_\_\_.  
a. source object  
b. adapter object  
c. adaptee object  
d. listener object
10. Clicking the close button in the upper-right corner of a frame generates a(n) \_\_\_\_\_ event.  
a. `ComponentEvent`  
b. `ContainerEvent`  
c. `ItemEvent`  
d. `MouseEvent`  
e. `WindowEvent`

11. Suppose A is an anonymous inner class in Test. A is compiled into a file named \_\_\_\_\_.
- a. Test&1.class
  - b. A.class
  - c. Test\$A.class
  - d. Test\$1.class
  - e. A\$Test.class
12. Pressing a button generates \_\_\_\_\_.
- a. a ContainerEvent
  - b. an ActionEvent
  - c. a MouseEvent
  - d. an ItemEvent
  - e. a MouseMotionEvent
13. A component that enables the user to choose a single value or multiple values is a \_\_\_\_\_.
- a. combo box
  - b. label
  - c. text field
  - d. list
14. Clicking a JList object generates \_\_\_\_\_ events.
- a. ActionEvent and ItemEvent
  - b. ActionEvent and ContainerEvent
  - c. ComponentEvent and ContainerEvent
  - d. ItemEvent and ComponentEvent
15. The method \_\_\_\_\_ gets the contents of the text field jtf.
- a. jtf.getText()
  - b. jtf.getText(s)
  - c. jtf.getString()
  - d. jtf.findString()
16. To wrap a line in a text area jta, invoke \_\_\_\_\_.
- a. jta.setLineWrap(false)
  - b. jta.setLineWrap(true)
  - c. jta.wrapText()
  - d. jta.WrapLine()

17. The method \_\_\_\_\_ adds an item s into a JComboBox jcbo.
- a. jcbo.addItem(s)
  - b. jcbo.addChoice(s)
  - c. jcbo.add(s)
  - d. jcbo.addObject(s).
18. To enter or display a string, you can use a \_\_\_\_\_.
- a. label
  - b. radio button
  - c. button
  - d. text field
  - e. check box
19. Clicking a JRadioButton generates \_\_\_\_\_ events.
- a. Item Event and Action Event
  - b. ItemEvent Ony
  - c. ComponentEvent and Container Event
  - d. ContainerEvent Only
  - e. ActionEvent Only
20. The method \_\_\_\_\_ adds a text area jta to a scrollpane jScrollPane.
- a. jScrollPane.addItem(jta)
  - b. jScrollPane.insert(jta)
  - c. jScrollPane.add(jta)