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Chapter 6

Learn it Online

P.424-425

Chapter 6– Multiple Choice

Instructions: Circle the correct response.

1. In Java, the modifier, \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_, is used to ensure that the driver class cannot change a variable inadvertently.

a. secret

b. safe  
c. fixed  
d. private

1. A \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ remains on the screen after the user releases the mouse button.

a. tear-off menu

b. display hold  
c. fixed screen

d. hold menu

1. Which of the following methods automatically displays a previously constructed menu bar at the top of the Frame?

a. add()  
b. removeMenu()  
c. setMenuBar()  
d. insertSeperator()

1. Which of the following makes the menu item clickable?

a. addClick()  
b. addActionListener()  
c. menuClick()  
d. makeButton()

1. Which of the following sets a String to represent the action of the menu?

a. stringSet()

b. insertSet()  
c. menuSet()  
d. setActionCommand()

1. The \_\_\_\_\_\_\_\_\_\_\_\_ deletes an item from the menu.

a. remove() method  
b. erase() method  
c. fix() method  
d. move() method

1. The \_\_\_\_\_\_\_\_\_\_\_\_\_ method obtains the system toolkit if it exists; however, it is usually combined with another method.

a. getToolkit()  
b. getDefaultToolkit()

c. grabToolkti()  
d. grabDefaultToolkit()

1. The \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ method returns a transferable object representing the current contents of the clipboard.

a. grabContents()  
b. getContents()

c. setContents()

d. selectContents()

1. The getTransferData() method requires a \_\_\_\_\_\_\_\_\_\_\_\_ argument that encapsulates information about specific data formats.

a. DataStream  
b. stringFlavor  
c. DataFlavor  
d. actionFlavor

1. When the user clicks the component, the getActionCommand() method retrieves the \_\_\_\_\_\_\_\_\_\_\_\_.

a. keyword   
b. command key  
c. action program  
d. transfer protocol

Chapter 6 – True/False

Instructions: Circle T if the statement is true or F if the statement is false.

|  |  |  |
| --- | --- | --- |
| T | F | 1. The requirement document specifies the reason for a request and describes the features required. |
| T | F | 2. Once you have designed the interface, the next step is to make a prototype. |
| T | F | 3. Most, but not all, object-oriented languages provide some way to ensure that variables can be shielded from inappropriate outside interference. |
| T | F | 4. A key principle of encapsulation is that a class should reveal to the user only what has to be revealed and no more. |
| T | F | 5. Most applications contain a menu bar with commands that a user can click to display a menu. |
| T | F | 6. Using the insertSeparator() method with an index of one would draw a horizontal separator line after the first item in the menu. |
| T | F | 7. Java’s Clipboard class implements the system clipboard to transfer data in and out of the menu. |
| T | F | 8. A key requirement of copying data to the clipboard is selecting text or numbers. |
| T | F | 9. By using the clipboard, you can copy and paste data from the calculator into most any other Windows programs, or vice versa. |
| T | F | 10. One of the most common errors made by beginning Java programmers is the mismatching of opening and closing braces on parameters. |

Chapter 6 – Short Answer

Instructions: Fill in the best answer.

1. Once you have designed the program, you can \_\_\_\_\_\_validate\_\_\_\_\_\_\_\_\_\_ the design by making sure it addresses the requirements of the requirements document.
2. \_\_\_\_\_\_\_\_Class scope\_\_\_\_\_\_\_\_\_\_\_\_\_ means that certain components and instance variables are not accessible outside the class.
3. The \_\_\_\_\_MenuBar\_\_\_\_\_\_\_\_\_\_\_\_\_\_ component with its Menu() constructor method creates a new menu command on the menu bar using the specified label.
4. The setMenuBar() method assigns the MenuBar to the \_\_top of the Frame\_\_\_\_\_\_\_\_\_\_\_\_.
5. A container with added components is called a(n) \_\_\_\_composite component\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.
6. In most modern operating systems, the \_\_\_clipboard\_\_\_\_\_\_\_\_\_\_\_\_\_\_ is a portion of temporary memory reserved for user storage.
7. The \_\_\_\_Toolkit class\_\_\_\_\_\_\_\_\_ is the superclass of all actual implementations of the Abstract Window Toolkit.
8. The \_\_\_\_\_Transferable interface\_\_\_\_\_\_\_\_ allows for methods that can be used to provide data for a transfer operation.
9. The \_\_\_\_StringSelection class\_\_\_\_\_\_\_\_\_ allows programmers to construct an instance of a StringSelection object.
10. The \_\_\_getSource() method\_\_\_\_\_\_\_\_\_ can be used to compare against a component’s variable name.