

[Dashboard](#) / [My courses](#) / [CS 1103-01 - AY2023-T1](#) / 13 October - 19 October / [Self-Quiz Uni](#)

Started on	Saturday, 15 October 2022, 11:48 AM
State	Finished
Completed on	Saturday, 15 October 2022, 11:49 AM
Time taken	1 min 6 secs
Marks	8.00/8.00
Grade	10.00 out of 10.00 (100%)

Question **1**

Correct

Mark 1.00 out of 1.00

Given the following code:

```
public void paintComponent(Graphics g) {  
    super.paintComponent(g);  
    Graphics2D g2 = (Graphics2D)g;  
    g2.translate( getWidth()/2, getHeight()/2 );  
    g2.rotate( 30 * Math.PI / 180 );  
    g2.fillRect(0,0,200,200);  
}
```

Which of the following describes the output?

Select one or more:

- ☐ a. A filled black square that is 100-by-100 pixels in size.
- ☒ b. The corner of the square is at the center of the component that is being painted, and descends at a 30 degree angle from that point.
- ☒ c. The rotate command rotates the picture by 30 degrees in a clockwise direction about the origin.
- ☒ d. The top of the square is rotated from the horizontal position onto a line that is 30 degrees from horizontal. That line descends at a 30 degree angle.

The correct answers are: The corner of the square is at the center of the component that is being painted, and descends at a 30 degree angle from that point., The rotate command rotates the picture by 30 degrees in a clockwise direction about the origin., The top of the square is rotated from the horizontal position onto a line that is 30 degrees from horizontal. That line descends at a 30 degree angle.

Question **2**

Correct

Mark 1.00 out of 1.00

What does the following code do?

```
Action openAction = new AbstractAction( "Open..." ) {  
    public void actionPerformed((ActionEvent e) {  
        doOpen();  
    }  
};  
  
JButton openButton = new JButton( openAction );  
  
JMenuItem openCommand = new JMenuItem( openAction );
```

Select one or more:

- ☒ a. This code creates an Action that represents the opening of a file in the doOpen() instance.
- ☒ b. This code creates a button from the Action.
- ☒ c. This code creates a menu item from the Action.
- ☐ d. This code reads a text file.

The correct answers are: This code creates an Action that represents the opening of a file in the doOpen() instance, This code creates a button from the Action., This code creates a menu item from the Action.

Question **3**

Correct

Mark 1.00 out of 1.00

Which of the following code is correct to create an instance of ResourceBundle?

Select one:

- ☐ a. `ResourceBundle.getBundle();`
- ☐ b. `ResourceBundle.getBundle(locale);`
- ☒ c. `ResourceBundle.getBundle(resourcefilename);`
- ☐ d. None of the above;

The correct answer is: `ResourceBundle.getBundle(resourcefilename);`

Question **4**

Correct

Mark 1.00 out of 1.00

Which of the following code displays the numbers with at least two digits before and after the

a.

```
NumberFormat numberForm = NumberFormat.getNumberInstance();  
DecimalFormat df = (DecimalFormat)numberForm;  
df.applyPattern("00.00");
```

b.

```
NumberFormat numberForm = NumberFormat.getNumberInstance();  
numberForm.setMaximumFractionDigits(2);  
numberForm.setMinimumFractionDigits(2);
```

c.

```
NumberFormat numberForm = NumberFormat.getNumberInstance();  
numberForm.setMaximumFractionDigits(2);
```

d.

a and b.

Select one:

- ☒ a.
☐ b.
☐ c.
☐ d.

The correct answer is: a.

Question **5**

Correct

Mark 1.00 out of 1.00

How do you create a locale for the United States?

Select one:

- ☐ a. `new Locale("en", "US");`
- ☐ b. `new Locale("US", "en");`
- ☐ c. `Locale.US;`
- ☒ d. a and c;

The correct answer is: a and c;

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Question **6**

Correct

Mark 1.00 out of 1.00

Which statements about Preferences are true?

Select one or more:

- ☐ a. Preferences are best saved in a file in the user's home directory.
- ☒ b. Preferences represent a snapshot of a program saved between sessions.
- ☒ c. To handle preferences, Java provides a class Preferences in the `java.util.prefs` package.
- ☒ d. Every time the program starts up, it reads the preferences, if any are available. Every time the program terminates, it saves the preferences.

The correct answers are: Preferences represent a snapshot of a program saved between sessions. Java provides a class Preferences in the `java.util.prefs` package., Every time the program starts up, it reads the preferences, if any are available. Every time the program terminates, it saves the preferences.

Question **7**

Correct

Mark 1.00 out of 1.00

To be a listener for `ActionEvent`, an object must be an instance of ...

Select one:

- ☐ a. `ActionEvent`
- ☒ b. `ActionListener`
- ☐ c. `EventObject`
- ☐ d. `WindowListener`
- ☐ e. `WindowEvent`

The correct answer is: `ActionListener`

Question **8**

Correct

Mark 1.00 out of 1.00

Which of the following statements are true?

Select one or more:

- ☒ a. Dialog boxes are defined by subclasses of the class `JDialog`.
- ☒ b. The main difference between `JDialogs` and `JFrames` is that a dialog box has a parent, and a dialog box can close, too.
- ☐ c. When a modeless dialog is put up on the screen, the rest of the application is blocked.
- ☐ d. Modal dialog boxes are like independent windows, since they can stay on the screen without closing the parent windows.

The correct answers are: Dialog boxes are defined by subclasses of the class `JDialog`., The main difference between `JDialogs` and `JFrames` is that a dialog box has a parent, which if closed, causes the dialog box to close, too.

