Lesson 11 Quiz

Your grade is determined by your last attempt.

1. AWT and Swing are Java's two primary GUI (graphical user interface) and graphics packages. How do they relate to each other?

A. Swing is an update to AWT, with more capabilities.

B. AWT is an update to Swing, with more capabilities.

C. They don't relate directly; they provide different capabilities.

D. AWT is Java's GUI and graphics package, and Swing isn't related to GUI or graphics.

2. Which of these is Java's primary window class?

A. JFrame.

B. Graphics.

C. JPanel.

D. JWindow.

3. What does it mean to override a method?

A. Get rid of a method in a subclass because the subclass doesn't need it.

B. Catch an error in a method that would otherwise crash the program.

C. Interrupt a method when it reaches the point where you want to change its actions.

D. Replace the method in a subclass so the subclass acts differently from the superclass.

4. What was the purpose of the JPanel class in our drawing example?

A. JPanel provided the window for us in the example.

B. JPanel provided the borders containing the drawing surface we used.

C. JPanel provided the "surface" for us to draw on.

D. JPanel provided the link between our window and the operating system.

5. What does a call to super.paintComponent() accomplish?

A. It tells Java to give this window's painting process the highest priority ("super" priority) to get the window painted as quickly as possible.

B. It supersizes the window so you can make your drawing as large as you want.

C. It clears the panel and provides an opaque background.

D. The super keyword and method call place your window in front of other windows on the screen.

Instructions