PROGRAMMING IN JAVA

Assignment8

TYPE OF QUESTION: MCQ

Number of questions: 10   **Total mark: $10 \times 1 = 10$**

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QUESTION 1:

Which of the following statement(s) is/are NOT true?

    a. An applet can extend the java.applet.Applet class or the java.swing.JApplet class.
    b. The java.applet.Applet class extends the java.awt.Panel class and enables you to use the GUI tools in the AWT package.
    c. The java.swing.JApplet class is a subclass of java.applet.Applet that also enables you to use the Swing GUI tools.
    d. An applet can make network connections to any host on the Internet

Correct Answer: d

Detailed Solution:
An applet can only connect to the host that it came from.
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QUESTION 2:

Which of the following is **NOT** a class of **java.awt package?**

    a. Button
    b. Component
    c. Dialog
    d. Paint

Correct Answer: d

Detailed Solution:
Paint is interface of **java.awt package.**
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QUESTION 3:

Which of the following statement(s) is/are correct?

    a. AWT components are platform-independent.
    b. AWT follows the MVC (Model View Controller).
    c. Swing components are platform-dependent.
    d. Swing follows MVC (Model View Controller).

Correct Answer: d

Detailed Solution:
AWT components are platform dependent and not follow MVC.Swing components follow MVC and are platform independent.

QUESTION 4:

When we invoke `repaint()` for a `java.awt.Component` object, the AWT invokes which of the following method ?

    a. draw( )
    b. show( )
    c. update( )
    d. paint( )

Correct Answer: c

Detailed Solution:
The repaint() method calls automatically update() method and in turn update() method calls paint( ) method.

QUESTION 5:

Which package provides many event classes and Listener interfaces for event handling?

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

Correct Answer: a

Detailed Solution:
The class Event is declared in java.awt package which is used for event classes and Listener interfaces for event handling.

QUESTION 6:

What is the name of the method used to get the timestamp of an event in AWT ActionEventClass ?

 a. getWhen().
 b. getModifiers().
 c. paramString().
 d. getActionCommand().

Correct Answer: a

Detailed Solution:
getWhen( ) method of ActionEvent class returns the timestamp of the event when it is occurred.

QUESTION 7:

Which is/are used to create a Frame?

 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

Correct Answer: c

Detailed Solution:
A Frame object can be created using the Frame class itself as well as extending the Frame class.

QUESTION 8:

Which of the following methods is called only once during the run time of an applet?

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

Correct Answer: c

Detailed Solution:
The init() is used to initialize an applet. Hence, it is called only once.

QUESTION 9:

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)

Correct Answer: d

Detailed Solution:
The two methods, namely setSize() and resize() can be used to change the size of a component.

QUESTION 10:

The APPLET tag is used to start an applet from both an HTML document and from an applet viewer.

   a. True
   b. False
   c. APPLET tag is not mandatory in both cases
   d. None of the above

Correct Answer: a

Detailed Solution:

The APPLET tag needs to be used to start an applet from both an HTML document and from an applet viewer.