|  |  |
| --- | --- |
| QN=1 | The following code will successfully create and start a new thread |
| a. | Thread t = new Thread(); |
| b. | Thread t = new Thread(); t.run(); |
| c. | Thread t = new Thread(); t.start(); |
| d. | Thread t = new Thread(); t.Runnable(); |
| e. |  |
| f. |  |
| ANSWER: | B C |

|  |  |
| --- | --- |
| QN=2 | Which two are valid constructors for Thread? |
| a. | Thread(Runnable r, String name); |
| b. | Thread(int priority); |
| c. | Thread(Runnable r, ThreadGroup g); |
| d. | Thread(Runnable r, int priority); |
| e. |  |
| f. |  |
| ANSWER: | A |

|  |  |
| --- | --- |
| QN=3 | What should not be done to avoid deadlock? |
| a. | Avoid using multiple threads |
| b. | Avoid hold several locks at once |
| c. | Execute foreign code while holding a lock |
| d. | Use interruptible locks |
| e. |  |
| f. |  |
| ANSWER: | C |

|  |  |
| --- | --- |
| QN=4 | What is it called when a program is written to respond to the button clicks, menu selections, and other actions of the user in whatever order the user does them? |
| a. | Event-driven programming. |
| b. | Action-driven programming. |
| c. | User-driven programming. |
| d. | Mouse-driven programming |
| e. |  |
| f. |  |
| ANSWER: | B A |

|  |  |
| --- | --- |
| QN=5 | Usually GUI programs are written by using existing software components provided in a toolkit. The Java toolkit used in this chapter is the: |
| a. | GUI toolkit |
| b. | Abstract Windowing Toolkit |
| c. | Graphics Event Toolkit |
| d. | Java Enhancement Toolkit |
| e. |  |
| f. |  |
| ANSWER: | A B |

|  |  |
| --- | --- |
| QN=6 | The three software parts of a GUI program are: |
| a. | Windows, Buttons, Mice |
| b. | GUI Components, Graphics, Code |
| c. | GUI Components, Event Listeners, Application Code |
| d. | Frames, Code, Events |
| e. |  |
| f. |  |
| ANSWER: | C |

|  |  |
| --- | --- |
| QN=7 | What is the one component that nearly all GUI programs will have? |
| a. | Frame |
| b. | Mouse |
| c. | Monitor |
| d. | Button |
| e. |  |
| f. |  |
| ANSWER: | A |

|  |  |
| --- | --- |
| QN=8 | What is a container object in GUI programming? |
| a. | A container is another name for an array or vector. |
| b. | A container is any class that is made up of other classes. |
| c. | A container is a primitive variable that contains the actual data. |
| d. | A container is an object like a Frame that has other GUI components placed inside of it. |
| e. |  |
| f. |  |
| ANSWER: | D |

|  |  |
| --- | --- |
| QN=9 | Which of the following sets the frame to 300 pixels wide by 200 high? |
| a. | frm.setSize( 300, 200 ); |
| b. | frm.setSize( 200, 300 ); |
| c. | frm.paint( 300, 200 ); |
| d. | frm.setVisible( 300, 200 ); |
| e. |  |
| f. |  |
| ANSWER: | A |

|  |  |
| --- | --- |
| QN=10 | When is the paint() method of a frame object called? |
| a. | The user calls it to display the frame. |
| b. | The main() method calls it once when the program starts. |
| c. | The Java system calls it every time it decides to display the frame. |
| d. | The Java system calls it once when the program starts. |
| e. |  |
| f. |  |
| ANSWER: | C |

|  |  |
| --- | --- |
| QN=11 | What is a Graphics object? |
| a. | The Graphics object represents the part of the Frame that you can draw on. |
| b. | The Graphics object represents the whole Frame. |
| c. | The Graphics object represents the entire monitor. |
| d. | The Graphics object represents the graphics board. |
| e. |  |
| f. |  |
| ANSWER: | B A |

|  |  |
| --- | --- |
| QN=12 | What is the part of a frame that holds the graphical components? |
| a. | content pane |
| b. | content provider |
| c. | data frame |
| d. | window pane |
| e. |  |
| f. |  |
| ANSWER: | B |

|  |  |
| --- | --- |
| QN=13 | What type of object determines where GUI components are placed in a container? |
| a. | The layer organizer |
| b. | The component manager |
| c. | The frame manager |
| d. | The layout manager |
| e. |  |
| f. |  |
| ANSWER: | D |

|  |  |
| --- | --- |
| QN=14 | What method of a frame prevents (or allows) a user to change the size of the frame? |
| a. | setResizable() |
| b. | setStretch() |
| c. | clearSizable() |
| d. | clearUser() |
| e. |  |
| f. |  |
| ANSWER: | A |

|  |  |
| --- | --- |
| QN=15 | How does FlowLayout() put components into the content frame? |
| a. | By rows starting at the top, then left to right in each row |
| b. | Starts at the bottom, then right to left in each row |
| c. | Starts at the center, then spirals outward |
| d. | Puts the first component in the center, then squeezes the rest in around it |
| e. |  |
| f. |  |
| ANSWER: | A |

|  |  |
| --- | --- |
| QN=16 | What type of component is a JPanel()? |
| a. | Container |
| b. | JFrame |
| c. | JButton |
| d. | JWindow |
| e. |  |
| f. |  |
| ANSWER: | A |

|  |  |
| --- | --- |
| QN=17 | What is the default layout manager for JPanel? |
| a. | PanelLayout |
| b. | FrameLayout |
| c. | FlowLayout |
| d. | BoxLayout |
| e. |  |
| f. |  |
| ANSWER: | C |

|  |  |
| --- | --- |
| QN=18 | Which alignment directions may be used with BoxLayout? |
| a. | Horizontal only |
| b. | Horizontal and Vertical |
| c. | Left aligned and Right aligned |
| d. | Centered and Justified |
| e. |  |
| f. |  |
| ANSWER: | B |

|  |  |
| --- | --- |
| QN=19 | Can a JPanel be placed inside another JPanel? |
| a. | Yes |
| b. | No, only visible components may be placed in JPanels |
| c. | No, JPanel can't be nested |
| d. | Yes, but only one JPanel may be placed inside another |
| e. |  |
| f. |  |
| ANSWER: | A |

|  |  |
| --- | --- |
| QN=20 | How are components added to a JPanel? |
| a. | With the set() method |
| b. | With the add() method |
| c. | With the put() method |
| d. | With the setComponent() method |
| e. |  |
| f. |  |
| ANSWER: | B |

TRUE: 15 (7.5)