**1.Which method need to add the toolbar to the application window?**

1. **getContentPane().add(toolBar,BorderLayout.NORTH);**
2. setContentPane().add(toolBar,BorderLayout.NORTH);
3. getContentPane().add(toolTip,BorderLayout.NORTH);
4. getContentPane().set(toolBar,BorderLayout.NORTH);

2.JToolbar came from which class/package?

**a. javax.swing**

b.javax.awt.event

c.java.lang

d.java.util

3.which method is used adding buttons to a toolbar?

a. toolbar.get(button);

b. toolbar.set(button);

**c.toolbar.add(button);**

d. button.add(button);

4.javax.swing.Icon here Icon is a

a.class

**b.interface**

c.method

d.constructor

5.GIF means

**a.Graphics Interchange Format**

b. Geographics Interchange Format

c. Graphics Inheritage Format

d.Graphics Inherit Format

6.which mehod need To set an icon to a menu item

a.addIcon();

**b.setIcon();**

c.getIcon();

menu.addIcon();

7.which method use to Disabling Actions?

a.getEnabled();

b.isEnabled(true);

c.isEnabled(false);

**d.setEnabled(false);**

8. An event for a component can be handled by the component object itself.

**a.true**

b.false

9. A user interaction generates an event in the context of a component.

**a.true**

b.false

10. Both low-level and semantic events can arise simultaneously.

**a.true**

b.false

11. A listener interface for low-level events requires several event-handling methods to be

implemented.

**a.true**

b.false

12. A listener interface for semantic events declares a -------------- event-handling method.

**a.single**

b.multiple

13. An adapter class defines a set of -----------methods for one or more low-level event interfaces.

**a.empty metod**

b.abstract method

c.calling method

d.set method

14. Events in applications and in applets are handled in exactly the same way.

**a.true**

b.false

15. An Action object is an object of a class that implements the Action interface.

a.Action class

b.abstract class

**c.Action interface**

16. Action objects can be used to create menu items and associated toolbar buttons.

**a.true**

b.false

17. The state of both the JMenuItem and JButton objects created from an Action object is determined

by the state of the Action object.

**a.true**

b.false

18.what is need to be implemented to receive the event from the button?

a.ActionListener interface.

19.when actionPerformed() method in the ActionListener is called?

a.then the event occurs.

**20.What is the purpose of the enableEvents( ) method?**

Ans :The enableEvents( ) method is used to enable an event for a [particular](javascript:void(0)) object.  
  
  
 **Which of the** [**following**](javascript:void(0)) **are true?**

A. The event-inheritance model has replaced the [event](javascript:void(0))-delegation model.

B. The event-inheritance model is more efficient than the event-delegation model.

C. The event-delegation model uses [event listeners](javascript:void(0)) to define the [methods](javascript:void(0)) of event-handling classes.

D. The event-delegation model uses the handleEvent( ) method to support event handling.

Ans : c.  
  
  
21. **Which of the** [**following**](javascript:void(0)) **is the highest class in the event-delegation model?**

java.util.EventListener

java.util.EventObject

java.awt.AWTEvent

java.awt.event.AWTEvent

Ans : b.  
  
  
22. **When two or more objects are added as listeners for the same** [**event**](javascript:void(0))**, which**

A. listener is first invoked to [handle](javascript:void(0)) the event?

B. The first object that was added as listener.

C. The last object that was added as listener.

D. There is no way to determine which listener will be invoked first.

It is impossible to have more than one listener for a given event.

Ans : c.  
  
  
23. **Which of the following components** [**generate**](javascript:void(0)) **action events?**

Buttons

Labels

Check boxes

Windows

Ans : a.  
24. **Which of the** [**following**](javascript:void(0)) **are true?**

A TextField object may [generate](javascript:void(0)) an ActionEvent.

A TextArea object may generate an ActionEvent.

A Button object may generate an ActionEvent.

A MenuItem object may generate an ActionEvent.

Ans : a,c and d.  
  
  
25. **Which of the following are true?**

The MouseListener interface defines methods for handling mouse clicks.

The MouseMotionListener interface defines methods for handling mouse clicks.

The MouseClickListener interface defines methods for handling mouse clicks.

The ActionListener interface defines methods for handling the clicking of a button.

Ans : a and d.  
  
  
26. **Suppose that you want to have an object eh handle the TextEvent of a TextArea object t. How should you add eh as the event handler for t?**

t.addTextListener(eh);

eh.addTextListener(t);

addTextListener(eh.t);

addTextListener(t,eh);

Ans : a.  
  
  
 27.**What is the preferred way to handle an object’s events in Java 2?**

Override the object’s handleEvent( ) method.

Add one or more [event listeners](javascript:void(0)) to handle the events.

Have the object override its processEvent( ) methods.

Have the object override its dispatchEvent( ) methods.

Ans : b.  
  
  
28. **Which of the following are true?**

A component may handle its own events by adding itself as an [event listener](javascript:void(0)).

A component may handle its own events by overriding its event-dispatching method.

A component may not handle oits own events.

A component may handle its own events only if it implements the handleEvent( ) method.

Ans : a and b.  
  
  
29. **The event delegation model, introduced in release 1.1 of the JDK, is fully compatible with the event model.**

True

False

Ans : b.  
  
  
 30.**A component subclass that has executed enableEvents( ) to enable processing of a certain kind of event cannot also use an adapter as a listener for the same kind of event.**

True

False

Ans : b.  
  
  
 31.**What is the highest-level event class of the event-delegation model?**

Ans : The java.util.eventObject class is the highest-level class in the event-delegation hierarchy.  
  
  
32. **What interface is extended by** [**AWT event listeners**](javascript:void(0))**?**

Ans : All [AWT event](javascript:void(0)) listeners extend the java.util.EventListener interface.  
  
  
33. **What class is the top of the** [**AWT event**](javascript:void(0)) **hierarchy?**

Ans : The java.awt.AWTEvent class is the highest-level class in the AWT event class hierarchy.  
  
  
34. **What event results from the clicking of a button?**

Ans : The ActionEvent event is generated as the result of the clicking of a button.

35.How many kinds of Adapter classes?

a.5

**b.6**

c.7

36. which removes the listener passed as an

Which is also for use by a

Container object?

1. **void removePropertyChangeListener( PropertyChangeListener listener);**

b.void addPropertyChangeListener( PropertyChangeListener listener)

❑ **A name**—AString object that is used as the label for a menu item or a toolbar button.

❑ **A small icon**—Ajavax.swing.Icon object to be displayed on a toolbar button.

❑ **A short description of the action**—AString object to be used as a tooltip.

❑ **An accelerator key for the action**—Defined by a javax.swing.KeyStroke object.

❑ **A long description of the action**—AString object that is intended to be used as contextsensitive

help.

❑ **A mnemonic key for the action**—This is a key code of type int.

❑ **An action command key**—Defined by an entry in a javax.swing.ActionMap object associated

with a component. The ActionMap object for a component defines mappings between objects

that are keys and actions.

37. JButton, JToggleButton, JcheckBox

**a. ItemEvent**

b. AdjustmentEvent

38. when called windowStateChanged(WindowEvent e)?

**a. Called when the window state changes.**

b. Called when the window loses the focus.

39. windowDeiconified(WindowEvent e)

a. Called when a window is minimized and reduced

to an icon

**Called when a window is restored from an icon**