1. Which of these packages contains all the classes and methods required for event handling in Java?

a) java.applet

b) java.awt

c) java.event

d) java.awt.event

Answer: d

2. What is an event in delegation event model used by Java programming language?

a) An event is an object that describes a state change in a source.

b) An event is an object that describes a state change in processing.

c) An event is an object that describes any change by the user and system.

d) An event is a class used for defining object, to create events.

Answer: a

3. Which of these methods are used to register a keyboard event listener?

a) KeyListener()

b) addKistener()

c) addKeyListener()

d) eventKeyboardListener()

Answer: c

4. Which of these methods are used to register a mouse motion listener?

a) addMouse()

b) addMouseListener()

c) addMouseMotionListner()

d) eventMouseMotionListener()

Answer: c

5. What is a listener in context to event handling?

a) A listener is a variable that is notified when an event occurs.

b) A listener is a object that is notified when an event occurs.

c) A listener is a method that is notified when an event occurs.

d) None of the mentioned

Answer: b

6. Event class is defined in which of these libraries?

a) java.io

b) java.lang

c) java.net

d) java.awt

Answer: d

7. Which of these methods can be used to determine the type of event?

a) getID()

b) getSource()

c) getEvent()

d) getEventObject() Answer: a

8. Which of these class is super class of all the events?

a) EventObject

b) EventClass

c) ActionEvent

d) ItemEvent

Answer: a

9. Which of these events will be notified if scroll bar is manipulated?

a) ActionEvent

b) ComponentEvent

c) AdjustmentEvent

d) WindowEvent

Answer: c

10. Which of these events will be generated if we close an applet’s window?

a) ActionEvent

b) ComponentEvent

c) AdjustmentEvent

d) WindowEvent

Answer: d

1. Which of these functions is called to display the output of an applet?

a) display()

b) print()

c) displayApplet()

d) PrintApplet()

Answer: b

11. Which of these methods is a part of Abstract Window Toolkit (AWT) ?

a) display()

b) print()

c) drawString()

d) transient()

Answer: b

12. Which of these modifiers can be used for a variable so that it can be accessed from any thread or parts of a program?

a) transient

b) volatile

c) global

d) No modifier is needed

Answer: b

13. Which of these operators can be used to get run time information about an object?

a) getInfo

b) Info

c) instanceof

d) getinfoof

Answer: c

14. What is the Message is displayed in the applet made by this program?

import java.awt.\*;

import java.applet.\*;

public class myapplet extends Applet {

public void paint(Graphics g) {

g.drawString("A Simple Applet", 20, 20);

}

}

a) A Simple Applet

b) A Simple Applet 20 20

c) Compilation Error

d) Runtime Error

Answer: a

15. What is the length of the application box made by this program?

import java.awt.\*;

import java.applet.\*;

public class myapplet extends Applet {

public void paint(Graphics g) {

g.drawString("A Simple Applet", 20, 20);

}

}

a) 20

b) 50

c) 100

d) System dependent

Answer: a

16. Which of these events is generated when a button is pressed?

a) ActionEvent

b) KeyEvent

c) WindowEvent

d) AdjustmentEvent

Answer: a

17. Which of these methods can be used to obtain the command name for invoking ActionEvent object?

a) getCommand()

b) getActionCommand()

c) getActionEvent()

d) getActionEventCommand()

Answer: b

18. Which of these are integer constants defined in ActionEvent class?

a) ALT\_MASK

b) CTRL\_MASK

c) SHIFT\_MASK

d) All of the mentioned

Answer: d

19. Which of these methods can be used to know which key is pressed?

a) getKey()

b) getModifier()

c) getActionKey()

d) getActionEvent()

Answer: b

20. Which of these methods can be used to know the degree of adjustment made by the user?

a) getValue()

b) getAdjustmentType()

c) getAdjustmentValue()

d) getAdjustmentAmount()

Answer: a

21. Which of these events will be notified if scroll bar is manipulated?

a) ActionEvent

b) ComponentEvent

c) AdjustmentEvent

d) WindowEvent

View Answer

Answer: c

22. Which of these constant value will change when the button at the end of scroll bar was clicked to increase its value?

a) BLOCK\_DECREMENT

b) BLOCK\_INCREMENT

c) UNIT\_DECREMENT

d) UNIT\_INCREMENT

Answer: d

23. Which of these events is generated when the size os an event is changed?

a) ComponentEvent

b) ContainerEvent

c) FocusEvent

d) InputEvent

Answer: a

24. Which of these events is generated when the component is added or removed?

a) ComponentEvent

b) ContainerEvent

c) FocusEvent

d) InputEvent

Answer: b

25. Which of these methods can be used to obtain the reference to the container that generated a ContainerEvent?

a) getContainer()

b) getContainerCommand()

c) getActionEvent()

d) getContainerEvent()

Answer: d

26. Which of these methods can be used to get reference to a component that was removed from a container?

a) getComponent()

b) getchild()

c) getContainerComponent()

d) getComponentChild()

Answer: b

27. Which of these are integer constants of ComponentEvent class?

a) COMPONENT\_HIDDEN

b) COMPONENT\_MOVED

c) COMPONENT\_RESIZE

d) All of the mentioned

Answer: d

28. Which of these events is generated when computer gains or losses input focus?

a) ComponentEvent

b) ContainerEvent

c) FocusEvent

Answer: c

29. FocusEvent is subclass of which of these classes?

a) ComponentEvent

b) ContainerEvent

c) ItemEvent

d) InputEvent

Answer: a

30. Which of these methods can be used to know the type of focus change?

a) typeFocus()

b) typeEventFocus()

c) isTemporary()

d) isPermanent()

Answer: c

31. Which of these is superclass of ContainerEvent class?

a) WindowEvent

b) ComponentEvent

c) ItemEvent

d) InputEvent

Answer: b

32. Which of these events is generated when the a window is closed?

a) TextEvent

b) MouseEvent

c) FocusEvent

d) WindowEvent

Answer: d

33. Which of these methods can be used to obtain the coordinates of a mouse?

a) getPoint()

b) getCoordinates()

c) getMouseXY()

d) getMouseCordinates()

Answer: a

34. Which of these methods can be used to change location of an event?

a) ChangePoint()

b) TranslatePoint()

c) ChangeCordinates()

d) TranslateCordinates()

Answer: b

35. Which of these are integer constants of TextEvent class?

a) TEXT\_CHANGED

b) TEXT\_FORMAT\_CHANGED

c) TEXT\_VALUE\_CHANGED

d) TEXT\_sIZE\_CHANGED

Answer: b

36. Which of these methods is used to obtain the object that generated a WindowEvent?

a) getMethod()

b) getWindow()

c) getWindowEvent()

d) getWindowObject()

Answer: b

37. MouseEvent is subclass of which of these classes?

a) ComponentEvent

b) ContainerEvent

c) ItemEvent

d) InputEvent

Answer: d

38. Which of these methods is used to get x coordinate of the mouse?

a) getX()

b) getXCoordinate()

c) getCoordinateX()

d) getPointX()

Answer: b

39. Which of these are constants defined in WindowEvent class?

a) WINDOW\_ACTIVATED

b) WINDOW\_CLOSED

c) WINDOW\_DEICONIFIED

d) All of the mentioned

Answer: d

40. Which of these is superclass of WindowEvent class?

a) WindowEvent

b) ComponentEvent

c) ItemEvent

d) InputEvent

Answer: b

41. Which of these packages contains all the event handling interfaces?

a) java.lang

b) java.awt

c) java.awt.event

d) java.event

Answer: c

42. Which of these interfaces handles the event when a component is added to a container?

a) ComponentListener

b) ContainerListener

c) FocusListener

d) InputListener

Answer: b

43. Which of these interfaces define a method actionPerformed()?

a) ComponentListener

b) ContainerListener

c) ActionListener

d) InputListener

Answer: c

44. Which of these interfaces define four methods?

a) ComponentListener

b) ContainerListener

c) ActionListener

d) InputListener

Answer: a

45. Which of these interfaces define a method itemStateChanged()?

a) ComponentListener

b) ContainerListener

c) ActionListener

d) ItemListener

Answer: d

46. Which of these methods will respond when you click any button by mouse?

a) mouseClicked()

b) mouseEntered()

c) mousePressed()

d) All of the mentioned

Answer: d

47. Which of these methods will be invoked if a character is entered?

a) keyPressed()

b) keyReleased()

c) keyTyped()

d) keyEntered()

Answer: c

48. Which of these methods is defined in MouseMotionAdapter class?

a) mouseDragged()

b) mousePressed()

c) mouseReleased()

d) mouseClicked(

Answer: a

49. Which of these are constants defined in WindowEvent class?

a) WINDOW\_ACTIVATED

b) WINDOW\_CLOSED

c) WINDOW\_DEICONIFIED

d) All of the mentioned

Answer: d

50. Which of these is superclass of all Adapter classes?

a) Applet

b) ComponentEvent

c) Event

d) InputEvent

Answer: a