Advance java programming part 2
Chapter 17: Creating Windows   **(767-800)**

1.The Programs you have to creating have perhaps not been what you may instinctively think of as a ----------------------

a.OOP
B.useful program
c.unuseful program   (page-767);

2. A More practical program would be -------------------------------

a.window based.
b.web based
c.App based (page- 767);

3. One or more windows that provide the --------------------- between the user and the application.

a.Object
b.class.
c.Interface

4.GUI Meaning of-------------==

a.Graphical user interface
b.Graphics usecase interface
c.Graphical user intercom

5.More then --------------------- methods when you include those inherited from superclasss.

a.100
b.200
c.300

5.The Fundamental elements that you need to create a GUI reside in -----------------

a.Two packages
b.three package
c.four packages   (page : 768);

6.The --------------package was a primary responsitory for classess.

a.java.awt
b.java.lang
c.java.ing

7. what is the meaning of JFC ----------------------

a.Java fuctional classes.
b.java foundation classess
c.java formula classes   (page – 768);

8.JFC covers not only the Swing component ------

a.True
b.False.

9.------------ also includes an application program interface.

a.MVC
b.JFC

10.The java.awt components depends on --------------

a.native code
b.dublicate code
c.active code

11.Swing component are ----------------

a.pure java
b.system java
c.collective java

12.functionality or flexibility of the ----------------components

a.Core components
b.swing components
c.advance components

13. functionality or flexibility of the swing components are called

a.pluggable look and feel
b. .pluggable look and like
c.pluggable look and fial

14.what is the full meaning of MVC?

a.Model-view-controller
b. Model-view-conector
c. Model-view-concept

15.the ------------- that stores the data that define the components

a.Model
b.view
c.Controller

16.the ------------ that creates the visual representation of the components from the data in the model.

a.Model
b.view
c.Controller

17. the ------------------- that deals with user interection with the components and modifies the model and / or the view in response to a user action as necessary.

a.Model
b.view
c.Controller

18.A basic window in java is represented by an ----------------- of the window class.

a.object
b.class
c.model

19.The UI manager class that is defined in the -----------------

a.javax.swing package
b. javax.swing lang
c. javax.swing folder

20.The important statements -------------in the package

a.JFrame
b.Swing
c.JButton

21.The main method calls ----------Method for the window object

a.two
b.three
c.four

22.The method ---------------defines the size and position of the window.

   a.   **setbound()**

b. setround()

23.When you close a program you used -----------------

a.setCloseOporation()
b.setDefultOporations()
c.setDefultsCloseOporation()

24.What ----------------- methods used to visible on the screen.

a.SetVisible()
b.setVisibletrue()
c.setVisibleFalse()

25.The ----------------- and ---------------------- mathods are members of the JFrame class inherited from the components class

a.setBound & setVisible
b.setRound & setBound
c.setclose & setBound

26.JFrame object represent a -------------------

a.Sub-class
b.Window Object
c.Main Window

27. ----------------------- that is managed by the JFrame object.

a.Main window
b.Window pane
c.All mathods

28.The name of the component is stored as ---------------------- object.(page 779);

a.String
b.Class
c.Mathod

29. The ---------- is recorded as value for the width and height of the object .

a.size
b.setBound
c.JFrame object