Section 9 –Ery

Section 9 Quiz	
Answer all questions in this section)	
1. JavaFX Ensemble contains code examples of JavaFX features.	Mark for Review (1) Points
True (*)	
• False	
X Incorrect. Refer to Section 9 Lesson 2.	
2. How would you create a custom color that is pure cyan (equal parts green and blue)?	Mark for Review (1) Points
Color customColor = Color.rgb(0, 255, 0);	
Color customColor = Color.rgb(0, 255, 255); (*)	
Color customColor = Color.rgb(0, 0, 255);	
Color customColor = Color.rgb(255, 255, 0);	
Incorrect. Refer to Section 9 Lesson 2.	
3. Which method helps to set the width of a rectangle's outline?	Mark for Review (1) Points
setLayoutX(double d)	
setStroke(Paint paint)	
setX(double d)	
setStrokeWidth(double d) (*)	
4. Which is the correct syntax to instantiate a JavaFX Rectangle?	Mark for Review (1) Points
Rectangle rect = new Rectangle(20, 20);	

0	Rectangle rect = new Rectangle(20, 20, 100);		
0	Rectangle rect = new Rectangle(20, 20, 100, 200); (*)		
0	Rectangle rect = Rectangle(20, 20, 100, 200);		
X	Incorrect. Refer to Section 9 Lesson 2.		
5. Whi	ch color is not directly used when creating custom Color.rgb()?		Mark for Review
			(1) Points
			()
•	Blue		
0	Red		
0	Green		
0	Yellow (*)		
	Incorrect. Refer to Section 9 Lesson 2.		
· X			
X			
_	f 3 Next Summary		
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Page 1 c	of 3 Next Summary ur answers, feedback, and question scores below. An asterisk (*) indicates a correct	t answ	ver.
Page 1 o	ur answers, feedback, and question scores below. An asterisk (*) indicates a correct	t answ	ver.
Page 1 c	ur answers, feedback, and question scores below. An asterisk (*) indicates a correct	t answ	ver.
Page 1 of Review you Section (Answer	ur answers, feedback, and question scores below. An asterisk (*) indicates a correct 9 Quiz all questions in this section)	_	ver.
Page 1 of Review you Section (Answer 6. Ja	ur answers, feedback, and question scores below. An asterisk (*) indicates a correct	t answ	Mark for Review
Page 1 of Review you Section (Answer 6. Ja	ur answers, feedback, and question scores below. An asterisk (*) indicates a correct 9 Quiz all questions in this section) vaFX doesn't provide you with UI elements, shapes and text. So you must always	_	
Page 1 of Review you Section (Answer 6. Ja	ur answers, feedback, and question scores below. An asterisk (*) indicates a correct 9 Quiz all questions in this section) vaFX doesn't provide you with UI elements, shapes and text. So you must always	_	Mark for Review
Page 1 c Review yo Section (Answer 6. Jaccre	ur answers, feedback, and question scores below. An asterisk (*) indicates a correct 9 Quiz all questions in this section) vaFX doesn't provide you with UI elements, shapes and text. So you must always eate your own graphics. True	_	Mark for Review
Page 1 concentration Review your Section (Answer	ur answers, feedback, and question scores below. An asterisk (*) indicates a correct 9 Quiz all questions in this section) vaFX doesn't provide you with UI elements, shapes and text. So you must always eate your own graphics. True False (*)	_	Mark for Review
Page 1 concentration Review your Section (Answer	ur answers, feedback, and question scores below. An asterisk (*) indicates a correct 9 Quiz all questions in this section) vaFX doesn't provide you with UI elements, shapes and text. So you must always eate your own graphics. True	_	Mark for Review
Page 1 of Review you Section (Answer 6. Jackson Creek)	ur answers, feedback, and question scores below. An asterisk (*) indicates a correct 9 Quiz all questions in this section) vaFX doesn't provide you with UI elements, shapes and text. So you must always eate your own graphics. True False (*)	_	Mark for Review (1) Points
Page 1 of Review you Section (Answer 6. Jackson Creek)	ur answers, feedback, and question scores below. An asterisk (*) indicates a correct 9 Quiz all questions in this section) vaFX doesn't provide you with UI elements, shapes and text. So you must always eate your own graphics. True False (*) Incorrect. Refer to Section 9 Lesson 3.	_	Mark for Review (1) Points Mark for Review
Page 1 of Review you Section (Answer 6. Jackson Creek)	ur answers, feedback, and question scores below. An asterisk (*) indicates a correct 9 Quiz all questions in this section) vaFX doesn't provide you with UI elements, shapes and text. So you must always eate your own graphics. True False (*) Incorrect. Refer to Section 9 Lesson 3. Image is an object that describes the location of a graphics file.	_	Mark for Review (1) Points
Page 1 of Review you Section (Answer 6. Jackson Creek)	ur answers, feedback, and question scores below. An asterisk (*) indicates a correct 9 Quiz all questions in this section) vaFX doesn't provide you with UI elements, shapes and text. So you must always eate your own graphics. True False (*) ✓ Incorrect. Refer to Section 9 Lesson 3. Image is an object that describes the location of a graphics file. True (*)	_	Mark for Review (1) Points Mark for Review
Page 1 constraints of the Page 2 constraints of the Page 2 constraints of the Page 2 constraints	ur answers, feedback, and question scores below. An asterisk (*) indicates a correct 9 Quiz all questions in this section) vaFX doesn't provide you with UI elements, shapes and text. So you must always eate your own graphics. True False (*) Incorrect. Refer to Section 9 Lesson 3. Image is an object that describes the location of a graphics file.	_	Mark for Review (1) Points Mark for Review
Page 1 concentration Review your Section (Answer 6. Jackson Concentration Concentratio	ur answers, feedback, and question scores below. An asterisk (*) indicates a correct 9 Quiz all questions in this section) vaFX doesn't provide you with UI elements, shapes and text. So you must always eate your own graphics. True False (*) ✓ Incorrect. Refer to Section 9 Lesson 3. Image is an object that describes the location of a graphics file. True (*)	_	Mark for Review (1) Points Mark for Review

8. Audio can be played by referencing the Audio object directly.		Mark for Review (1) Points
True (*) False		
Correct		
g. Lambda Expressions provide much more effective and cleaner syntax for working with GUI applications and sorting lists.		Mark for Review (1) Points
True (*)		
C False		
Correct		
10. When you write code for MouseEvents, you are telling a Node to listen for a particular event.		Mark for Review (1) Points
True (*)		
False		
Correct		
Previous Page 2 of 3 Next Summary		
Review your answers, feedback, and question scores below. An asterisk (*) indicates a correct	: answ	er.
Section 9 Quiz		
(Answer all questions in this section)		
11. The start() method is the entry point for all JavaFX applications.		Mark for Review (1) Points
True (*)		
• False		
▼ Incorrect. Refer to Section 9 Lesson 1.		

12.	Which type of Root	Node allows Nodes to be placed anywhere?	Mark for Review (1) Points
	HBox		
	Group (*)		
	StackPane		
	TilePane		
	X Incorrect. Ref	fer to Section 9 Lesson 1.	
13.	How would you set	the title of the Stage primaryStage?	Mark for Review (1) Points
	primaryStage.t	title = "New Title!";	
	_	setTitle("New Title!"); (*)	
	primaryStage('	"New Title!");	
	primaryStage =	= "New Title!;	
	Correct		
14.	Which is not a Javal	FX Node?	Mark for Review (1) Points
	Object (*)		
	Object (*) ScrollBar		
	ScrollBar		
	ScrollBarImageViewButton	fer to Section 9 Lesson 1.	
15.	ScrollBarImageViewButtonIncorrect. Reference	fer to Section 9 Lesson 1. reate GUI applications.	Mark for Review (1) Points
15.	ScrollBarImageViewButtonIncorrect. Reference		
15.	ScrollBar ImageView Button Incorrect. Reference JavaFX is used to cr		
15.	 ScrollBar ImageView Button X Incorrect. Reference JavaFX is used to crown True (*) 		

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Section 9 Quiz (Answer all questions in this section)	
1. Which is the correct syntax to instantiate a JavaFX Rectangle?	Mark for Review (1) Points
Rectangle rect = new Rectangle(20, 20, 100);	
Rectangle rect = new Rectangle(20, 20); Rectangle rect = Rectangle(20, 20, 100, 200);	
Rectangle rect = Rectangle(20, 20, 100, 200); Rectangle rect = new Rectangle(20, 20, 100, 200); (*)	
▼ Incorrect. Refer to Section 9 Lesson 2.	
2. JavaFX Ensemble contains code examples of JavaFX features.	Mark for Review (1) Points
← True (*)	
• False	
Incorrect. Refer to Section 9 Lesson 2.	
3. How would you create a custom color that is pure cyan (equal parts green and blue)?	Mark for Review (1) Points
Color customColor = Color.rgb(0, 255, 0);	
Color customColor = Color.rgb(255, 255, 0);	
Color customColor = Color.rgb(0, 0, 255);	
Color customColor = Color.rgb(0, 255, 255); (*)	
Incorrect. Refer to Section 9 Lesson 2.	
4. Which method helps to set the width of a rectangle's outline?	Mark for Review (1) Points

0	setX(double d)	
•	setLayoutX(double d)	
0	setStroke(Paint paint)	
0	setStrokeWidth(double d) (*)	
X	Incorrect. Refer to Section 9 Lesson 2.	
5. Whi	ch color is not directly used when creating custom Color.rgb()?	Mark for Review (1) Points
•	Yellow (*)	
0	Green	
0	Red	
0	Blue	
V	Correct	
	f 3 Next Summary	
Review yo	ur answers, feedback, and question scores below. An asterisk (*) indicates a correct	t answer.
Section (Answer	9 Quiz all questions in this section)	
6. W	nich method is used to for mouse click events?	Mark for Review (1) Points
0	setOnMouseReleased()	
•	setOnMouseDragged()	
0	setOnMouseClicked() (*)	
C	setOnMouseMoved()	
	Incorrect. Refer to Section 9 Lesson 3.	
	nen you write code for MouseEvents, you are telling a Node to listen for a particular ent.	Mark for Review
		(1) Points

False		
X Incorrect. Refer to Section 9 Lesson 3.		
8. JavaFX doesn't provide you with UI elements, shapes and text. So you must alway create your own graphics.	S	Mark for Review (1) Points
True		
• False (*)		
▼ Correct		
9. An Image is an object that describes the location of a graphics file.		Mark for Review (1) Points
True (*)		
False		
Incorrect. Refer to Section 9 Lesson 3.		
10. Lambda Expressions provide much more effective and cleaner syntax for working v GUI applications and sorting lists.	with 🗖	Mark for Review (1) Points
True (*)		
C False		
▼ Correct		
Previous Page 2 of 3 Next Summary		
Review your answers, feedback, and question scores below. An asterisk (*) indicates a cor	rect ansv	ver.
Section 9 Quiz (Answer all questions in this section)		
11. How would you set the title of the Stage primaryStage?		Mark for Review (1) Points
primaryStage.title = "New Title!";		

	0 0	<pre>primaryStage = "New Title!; primaryStage.setTitle("New Title!"); (*) primaryStage("New Title!");</pre>	
	V	Correct	
12.	Java	FX is used to create GUI applications.	Mark for Review (1) Points
	•	True (*)	
	0	False	
	V	Correct	
13.	_	ch type of Root Node allows Nodes to be placed anywhere?	Mark for Review (1) Points
	0	Group (*)	
	⊙ (©	TilePane	
	0	StackPane	
	Ö	HBox	
	X	Incorrect. Refer to Section 9 Lesson 1.	
14.	A lay	vout Pane dictates how Nodes must be positioned	Mark for Review (1) Points
	•	True (*)	
	0	False	
	V	Correct	
15.	Whic	ch is not a JavaFX Node?	Mark for Review (1) Points
	•	Button	
	0	Object (*)	
	0	ScrollBar	
	Ö	ImageView	

X Incorrect. Refer to Section 9 Lesson 1.

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Section 9 Quiz	
(Answer all questions in this section)	
1. Which color is not directly used when creating custom Color.rgb()?	Mark for Review (1) Points
C Green	
C Red	
Blue	
Yellow (*)	
Incorrect. Refer to Section 9 Lesson 2.	
2. Which method helps to set the width of a rectangle's outline?	Mark for Review (1) Points
setX(double d)	
setStrokeWidth(double d) (*)	
setStroke(Paint paint)	
setLayoutX(double d)	
Incorrect. Refer to Section 9 Lesson 2.	
3. Which is the correct syntax to instantiate a JavaFX Rectangle?	Mark for Review (1) Points
Rectangle rect = new Rectangle(20, 20, 100, 200); (*)	
Rectangle rect = Rectangle(20, 20, 100, 200);	
Rectangle rect = new Rectangle(20, 20, 100);	

0	Rectangle rect = new Rectangle(20, 20);		
X	Incorrect. Refer to Section 9 Lesson 2.		
4. How	would you create a custom color that is pure cyan (equal parts green and blue)?		Mark for Review (1) Points
0	Color customColor = Color.rgb(255, 255, 0);		
0	Color customColor = Color.rgb(0, 255, 0);		
•	Color customColor = Color.rgb(0, 255, 255); (*)		
0	Color customColor = Color.rgb(0, 0, 255);		
✓	Correct		
5. Java	FX Ensemble contains code examples of JavaFX features.		Mark for Review (1) Points
•	True (*)		
0	False		
V	Correct		
Page 1 o	F3 Next Summary		
Review you	ir answers, feedback, and question scores below. An asterisk (*) indicates a correct	answ	er.
Section (Answer	9 Quiz all questions in this section)		
6. The	e start() method is the entry point for all JavaFX applications.		Mark for Review (1) Points
•	True (*)		
0	False		
	Correct		
7. Wh	ich is not a JavaFX Node?		Mark for Review (1) Points

0	ImageView	
0	Object (*)	
•	Button	
0	ScrollBar	
X	Incorrect. Refer to Section 9 Lesson 1.	
8. A la	yout Pane dictates how Nodes must be positioned	Mark for Review (1) Points
•	True (*)	
0	False	
V	Correct	
9. How	would you set the title of the Stage primaryStage?	Mark for Review (1) Points
0	primaryStage.title = "New Title!";	
0	primaryStage = "New Title!;	
•	primaryStage.setTitle("New Title!"); (*)	
0	primaryStage("New Title!");	
V	Correct	
10. Whi	ch type of Root Node allows Nodes to be placed anywhere?	Mark for Review (1) Points
0	StackPane	
•	TilePane	
0	HBox	
0	Group (*)	
X	Incorrect. Refer to Section 9 Lesson 1.	

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Section 9 (Answer a	Quiz Il questions in this section)	
11. Which	ch method is used to for mouse click events?	Mark for Review (1) Points
0	setOnMouseClicked() (*)	
•	setOnMouseReleased()	
0	setOnMouseDragged()	
0	setOnMouseMoved()	
X	Incorrect. Refer to Section 9 Lesson 3.	
12. An I	mage is an object that describes the location of a graphics file.	Mark for Review (1) Points
•	True (*)	
0	False	
	Correct	
13. Aud	io can be played by referencing the Audio object directly.	Mark for Review (1) Points
0	True (*)	
•	False	
X	Incorrect. Refer to Section 9 Lesson 3.	
	FX doesn't provide you with UI elements, shapes and text. So you must always te your own graphics.	Mark for Review (1) Points
•	True	
0	False (*)	
X	Incorrect. Refer to Section 9 Lesson 3.	
15. Whe	en you write code for MouseEvents, you are telling a Node to listen for a particular nt.	Mark for Review (1) Points

- True (*)
- False
- X Incorrect. Refer to Section 9 Lesson 3.

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