Quiz: Events

4/4 questions correct

Excellent!

Retake

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1.

What part of the UnfoldingMaps applet code calls the keyPressed method?

O The event handling code that is built in to the PApplet and UnfoldingMaps library.

Well done!

PApplet already implements all of the listeners, which we can override. These listener methods are called by the built-in event handlers that are set up by PApplet and the UnfoldingMaps library. In fact, the code that actually calls the event handling methods is built in to Java.

0	In the setup method.
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O In the draw method.



2

Assume you want to add a button to your applet interface that the user can click. Where should you put the code that *draws* the button?

O In the mouseClicked method	
O In the draw method	
Well done! This is the correct response. For the buttons to stay on the map, they mube drawn here.	ust
O In the setup method	
✓ 3.	
What variables can be used to get the x and y position of the mouse coord from inside mouseClicked?	inates
O mouseX and mouseY	
Well done! This is the correct response. These are member variables of PApplet.	
O x and y	
O getX and getY	
O You cannot get the x and y coordinates of the mouse from inside mouseClicked.	
✓ 4.	
Which of the following does the PApplet class have to do in order to responsible clicks (SELECT ALL)?	nd to
It must implement the mouseClicked method.	
Well done! The mouseClicked method is what actually specifies what to do when the mouse is clicked.	e
It must implement the MouseListener interface	

Well done!

Yes, it must implement this interface in order to indicate to Java that it is the right kind of object to handle mouse clicks. Implementing this method is a promise to Java to implement the mouseClicked method (among other methods).

It must call the method mouseClicked from setup

Well done!

No, the PApplet code should not explicitly call the mouseClicked method. Java does this in its event handling code.

