

Assignment No. 1

Answer the following questions:
(Note: Only one answer is correct).

1. AWT Means?
 - a) Abstract Windows Toolkit
 - b) Advanced Web Toolkit
 - c) Abstract Web Toolkit
 - d) Advanced Web Technology
2. Which is the immediate super class of Applet?
 - a) Container
 - b) Component
 - c) Frame
 - d) Panel
3. The setSize() method is defined by this class...
 - a) Applet
 - b) Component
 - c) Frame
 - d) Panel
4. Which class encapsulates a blank window upon which we can draw?
 - a) Applet
 - b) Canvas
 - c) Window
 - d) Frame
5. What are the variables defined in 'Dimension' class?
 - a) length and width
 - b) height and length
 - c) height and width
 - d) len and wid
6. If we want to hide the window, we can use this method...
 - a) setVisible()
 - b) show()
 - c) setHidden()
 - d) view()

7. The `setColor()` is the method of which class?
 - a) Applet
 - b) **Graphics**
 - c) Color
 - d) Object
8. Which of the following style is not supported by Font class?
 - a) **Font.UNDERLINE**
 - b) Font.ITALIC
 - c) Font.PLAIN
 - d) Font.BOLD
9. All the AWT controls are subclasses of which class?
 - a) **Component**
 - b) Container
 - c) AWTControl
 - d) Window
10. How you can remove all the controls from the applet?
 - a) Using `remove()` method.
 - b) Using `removeAll()` method.
 - c) Using `removeAllControls()` method.
 - d) **It is not possible to remove all controls using single method.**
11. Which of the following is passive AWT control?
 - a) **Label**
 - b) Button
 - c) Checkbox
 - d) TextField
12. Which alignment is not supported by Label?
 - a) Label.RIGHT
 - b) Label.LEFT
 - c) Label.CENTER
 - d) **Label.BASELINE**
13. How can we create Radio buttons?
 - a) Using `ButtonGroup` class

- b) Using CheckboxGroup class
 - c) Using RadioButton class
 - d) Using Button class
14. How to add the names in choice controls?
- a) At the time of creation itself.
 - b) Using addName() method.
 - c) Using addItem() method.
 - d) Using add() method.
15. Multiple selections are allowed in...
- a) Menu
 - b) CheckboxGroup
 - c) List
 - d) Choice
16. How can we copy the 'List's contents into 'Choice's contents
- a) This is not possible.
 - b) Using copyInto() method of List
 - c) Directly assigning List object to Choice object.
 - d) Using copyFrom() method.
17. What is default block-increment of Scrollbar?
- a) 10
 - b) 5
 - c) 1
 - d) We can not use block increment in scrollbars.
18. The immediate super class of TextArea is...
- a) TextField
 - b) TextBox
 - c) TextComponent
 - d) Component
19. Is it possible to change display character of TextField? How?
- a) Not possible.
 - b) Yes, by using setChar() method.
 - c) Yes, by using setEchoChar() method.
 - d) Yes, by using setDisplayChar() method.
20. Is it possible to center the text typed in TextField? How?
- a) Not possible.
 - b) Yes, by using setAlignment() method.
 - c) Yes, by using setPosition() method.
 - d) Yes, by putting values in the constructor itself.

21. Which method is used to append the text at the end of TextArea?
 - a) **append()**
 - b) add()
 - c) appendAt()
 - d) addAt()
22. FlowLayout does not support this value of alignment...
 - a) FlowLayout.LEFT
 - b) FlowLayout.CENTER
 - c) FlowLayout.RIGHT
 - d) FlowLayout.BASELINE**
23. The setLayout() is the method of which class?
 - a) Applet**
 - b) Layout
 - c) FlowLayout
 - d) Graphics
24. BorderLayout does not support this value of alignment...
 - a) BorderLayout.WEST
 - b) BorderLayout.EAST
 - c) BorderLayout.NORTH
 - d) BorderLayout.MIDDLE**
25. The concept of the menu bar canbe implemented by using three java classes—
 - a. MenuBar
 - b. Menu
 - c. MenuItem
 - d. All of these**
26. The most commonly used layout managers are
 - a. FlowLayout

- b. BorderLayout
 - c. GridLayout
 - d. CardLayout
 - e. All of these
27. The constructor which the Text Event class defines.
- a. `TextEvent(Object source, int event_type)`
 - b. `textevent (Object source, int event_type)`
 - c. `textevent (object Source, float event_type)`
 - d. `textevent (Object source, string event_type)`
28. In Java an event is an _____ which specifies the change of state in the source.
- a. Class
 - b. Object
 - c. Int
 - d. String
29. The name of the event classes are
- a. ActionEvent, ComponentEvent
 - b. ContainerEvent, FocusEvent
 - c. ItemEvent, KeyEvent
 - d. WindowListener, MouseEvent
 - e. TextEvent
 - f. All of these
30. Java packages such as _____ support the Event handling mechanism.
- a. java.util
 - b. java.awt
 - c. java.awt.event
 - d. All of these
31. The general form to set a specific type of layout manager is
- a. `void setLayout(LayoutManager lm)`
 - b. `Void setLayout(LayoutManager lm)`
 - c. `void setLayout(layoutManager lm)`
 - d. `Void setLayout(Layoutmanager lm)`
32. Some of the event listener interfaces are _____
- a. ActionListener, ComponentListener
 - b. ContainerListener, FocusListener
 - c. ItemListener, KeyListener

- d. WindowListener, MouseListener
 - e. TextListener
 - f. All of these
33. The AWT container is an instance of the _____ class which holds various components and other containers
- a. Graphics
 - b. Container
 - c. Eventobj
 - d. None of these
34. A checkbox is a control that consists of a
- a. Combination of a small box
 - b. A label
 - c. Combination of a large box and a label
 - d. Both a & b
35. Java applets are used to create _____ applications
- a. Graphical
 - b. User interactive
 - c. Both a & b
 - d. None of these
36. AWT means
- a. Abstract Window Toolkit
 - b. Abstract Window Toolayout
 - c. Abstract Withdraw Tools
 - d. Abstract Window Title
37. Positions the components into five regions: east, west, north, south, center
- a. BorderLayout
 - b. CardLayout
 - c. GridLayout
 - d. FlowLayout
38. Arranges the components as a deck of cards such that only one component is visible at a time
- a. BorderLayout
 - b. CardLayout
 - c. GridLayout
 - d. FlowLayout

39. Arranges the components horizontally
 - a. BorderLayout
 - b. CardLayout
 - c. GridLayout
 - d. **FlowLayout**
40. Arranges the components into grid
 - a. BorderLayout
 - b. CardLayout
 - c. **GridLayout**
 - d. FlowLayout
41. _____ creates a dropdown list of textual entries
 - a. **Choice**
 - b. Checkbox
 - c. Textbox
 - d. TextComponent
42. The Component class and MenuComponent class are the _____ which represent the GUI components.
 - a. Subclasses
 - b. **Superclasses**
 - c. Both a & b
 - d. None of these
43. The AWT classes can be roughly categorized into the following groups:
 - a. GUI Components
 - b. Layouts
 - c. Graphics Tools
 - d. **Event Handlers**
 - e. All of these
44. An Applet is a _____ of Panel:
 - a. **Subclass**

- b. Superclass
 - c. Both a & b
 - d. None of these
45. The subclasses of Window are
- a. Dialog
 - b. Frame
 - c. Both a & b
 - d. None of these
46. A menu bar represents
- a. A list of menus which can be added to the top of a top-level window
 - b. A list of menus which can be deleted to the top of a top-level window
 - c. A list of menus which can be added to the bottom of a bottom-level window
 - d. None of these
47. Each menu is associated with a _____ list of menu items:
- a. Checkbox
 - b. Drop-down
 - c. Choice
 - d. None of these
48. The two types of menus which are given as follows:
- a. Pop-up menus
 - b. Regular menus
 - c. Both a & b
 - d. None of these
49. Regular menus are placed at the _____ of the application window within a menu bar
- a. Top
 - b. Bottom
 - c. Top-down

- d. Botttom-up
- 50. The _____ interface is used to handle the menu events
 - a. ContainerListener
 - b. FocusListener
 - c. ActionListener
 - d. WindowListener