

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 can be 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 Toollayout
 - 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 componemnts 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