

## **Module: 5**

1.----- is the one that calls itself. And.....is the one that never stops.

- A. A recursive method, An infinite recursion**
- B. An infinite recursion, A recursive method
- C. An infinite recursion, An infinite recursion
- D. None of the above.

2. A Java I/O object is called a ----. An object for reading data is called an ----- and an object for writing data is called an .....

- A. input steam, output stream, Stream
- B. input steam, Stream, output stream
- C. Stream, output stream, input steam
- D. Stream, input steam, output stream**

3. Why is a raw type unsafe?

- A. A raw type is unsafe, because some errors cannot be detected by the compiler.**
- B. A raw type is not unsafe.
- C. None of the above
- D. Both A and B

4. What is the time complexity for a bubble sort?

- A. The time complexity for a bubble sort is  $O(n/2)$ .
- B. The time complexity for a bubble sort is  $O(n^2)$ .**
- C. The time complexity for a bubble sort is  $O(n)$ .
- D. The time complexity for a bubble sort is  $O(n-1)$ .

5. What is a priority queue?

- A. In a priority queue, elements are not assigned with priorities. When accessing elements, the element with the highest priority is removed first.

B. In a priority queue, elements are assigned with priorities. When accessing elements, the element with the highest priority is not removed first.

**C. In a priority queue, elements are assigned with priorities. When accessing elements, the element with the highest priority is removed first.**

D. None of the above

6. Which method we use to give other runnable threads a chance to execute?

- a) **Thread.yield()**
- b) Thread.wait()
- c) Thread.sleep()
- d) none

7. What is the default priority in java Thread ?

- a. Thread.MIN\_PRIORITY.
- b. is Thread.NORM\_PRIORITY (5).**
- c. Thread.MAX\_PRIORITY.
- d. Thread is Thread.NORM\_PRIORITY (0).

8. Which keyword we used to stop corrupting data when more than single thread is running ---

- a. Sleep
- b. Break
- c. Synchronized**
- d. Nothing of these

9. What method return a reference to its content pane?

- a. getContentPane()**

10. What method must a button listener implement?

- a. actionPerformed()**

11. What method of a frame's content pane is used to set layout manager?

a. **setLayoutManager()**

12. How does **FlowLayout()** put components into the content frame?

a. Starts at the top, then the left to right in each row.

13. Which of the following opens the file "myData.stuff" for input?

a. **FileInputStream file = new FileInputStream("myData.stuff")**

14. Which of the following best describes the use of the **synchronized** keyword?

a. Allows two process to run in parallel but to communicate with each other.

15. Which method gives a line to read at a time?

a. **String line : textArea.getText().split("\\n");**

1. Which method we call to read a line at a time?

- a) **Read()**
- b) **readLine()**
- c) input method
- d) above all

Answer: b

**16.**

17. Semantic event => Move, Action

18. Which is not a key listener? => **KeyMoved()**

19. Source stream is called ..... Input stream

20. What is an action listener in Java?

**ActionListener** is an interface (not a class) that contains a single **method**: **public void actionPerformed( ActionEvent evt)** ; A class that implements the interface must contain an

**actionPerformed() method.** The **ActionEvent** parameter is an **Event** object that represents an **event** (a button click).

21. Which do not have title bar and border?----window

22.What is recursive method?

A *method* that calls itself is known as a *recursive method*.

23. Iteration of bubble sort ?

Ans:We can create a java program to sort array elements using bubble sort.  
Bubble sort algorithm is known as the simplest sorting algorithm.

24.Which is mouse motion event-----

Mouse Motion Events. the mouse is moved. the mouse is dragged.

25.Which is key event---

**KEY\_PRESSED , KEY\_RELEASED ,KEY\_TYPED.**

26.Component placed in rectangular grid

Components are placed on this grid from left to right and top to bottom

27. Generic declaration syntax ?

Ans: Syntax to use generic collection :

**ClassOrInterface<Type>**

Example to use Generics in java

**ArrayList<String>.**

**BaseType <Type> obj = new BaseType <Type>()**

The commonly type parameters are as follows:

1. **T - Type**
2. **E - Element**
3. **K - Key**
4. **N - Number**
5. **V - Value**

28.

29. Is vector same as array?-----not

Ans: a) ArrayList is not synchronized.  
Vector is synchronized

30. Generic..... interrupted Error

Ans: Error Vs Exception In Java :

a) Errors in java are of type java.lang.Error.  
b) All errors in java are unchecked type.

a) Exceptions in java are of type java.lang.Exception.  
b) Exceptions include both checked as well as unchecked type.

31. Which class is the base class of swing component?

(a) Jcomponent (b) Component (c) JFrame

32. String UI manager class name?-----Class UIManager

[java.lang.Object](#)  
└─ [javax.swing.UIManager](#)  
All Implemented Interfaces:  
[Serializable](#)

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```
public class UIManager
extends Object
implements Serializable
```

UIManager manages the current look and feel, the set of available look and feels, PropertyChangeListeners that are notified when the look and feel changes, look and feel defaults, and convenience methods for obtaining various default values.

## Specifying the look and feel

The look and feel can be specified in two distinct ways: by specifying the fully qualified name of the class for the look and feel, or by creating an instance of LookAndFeel and passing it to setLookAndFeel.

The following example illustrates setting the look and feel to the system look and feel:

```
UIManager.setLookAndFeel (UIManager.getSystemLookAndFeelClassName());
```

The following example illustrates setting the look and feel based on class name:

```
UIManager.setLookAndFeel ("javax.swing.plaf.metal.MetalLookAndFeel");
```

Once the look and feel has been changed it is imperative to invoke `updateUI` on all `JComponents`. The method [`SwingUtilities.updateComponentTreeUI\(java.awt.Component\)`](#) makes it easy to apply `updateUI` to a containment hierarchy. Refer to it for details. The exact behavior of not invoking `updateUI` after changing the look and feel is unspecified. It is very possible to receive unexpected exceptions, painting problems, or worse.

33.Flush () – to avoid specify read.

34.Display window – set visible.

35.Class appearance component – look and feel.

36.Display window specific size and location – set bounce.

37.Default priority – `NORM_PRIORITY`

38.A). Which one is true?

- a. **2 threads can share the same data when they share access to a common object**
- b. 2 threads can share the same data when they share access to a different object
- c. 2 threads can share the same data when they execute code from instance of the different class

38.B). Which one is true?

- a. A newly created thread can be run automatically
- b. **A newly created thread cannot be run automatically**
- c. A newly created thread may be run automatically

39.Which layout managers are in javax.swing package? – **Box Layout and Spring Layout.**

40.Which layout manager put components in container like grid. – **Grid Layout**

41.What method of a frame return a reference? ---- `getContentPane()`

