MCQ-QUESTIONS-5

Core Java Chapter-17 to 30

Advance Java chapter-17, 18

01/11/2018

1. ……………… is the one that calls itself. And ……. Is the one that never stops.

Recursive, an infinite recursive

1. An object for reading data is called an ………. And an object for writing data is called an …………

Input stream, output stream

1. Why is row type unsafe?

A raw type is unsafe because some errors cannot be detected by the compiler

1. What is the time complexity of bubble sort?
2. What is priority queue?

in a priority queue elements are assigned with priorities when accessing elements the elements with the highest priority is removed first

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

yield

1. What is the default priority in java thread?

NORM\_PRIORITY

1. Which keyword we use to stop corrupting data when more than single thread is running……..
2. What method return a reference to its content pane?

getContentPane()

1. What method must a button listener implement?

actionListner()

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

setLayoutManager()

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

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

1. which of the following opens the file “myData.stuff” for input?

FileInputStream file = new FileInputStream(“myData.stuff”)

1. which of the following best describes the use of the synchronized keyword?

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

1. Which method give a line to read at a time?

OR Which method gives next line to read at a time?

\*\*\*\*\*\*\*\*nextLine(); // for reading line by line

Getchar(); // for reading character by character

1. Flash layout frame
2. Semantic event=> Move,Action
3. Which is not key listener? => KeyMoved()
4. Source stream is called ……….Input stream
5. Action listener method

\*\*\*\*\*The class which processes the ActionEvent should implement this interface. The object of that class must be registered with a component. The object can be registered using the **addActionListener()** method. When the action event occurs, that object's actionPerformed method is invoked.

Interface Declaration

Following is the declaration for **java.awt.event.ActionListener** interface −

public interface ActionListener

extends EventListener

Interface Methods

|  |  |
| --- | --- |
| **Sr.No.** | **Method & Description** |
| 1 | **void actionPerformed(ActionEvent e)**  Invoked when an action occurs. |

Methods Inherited

This interface inherits methods from the following interfaces −

java.awt.EventListener

1. Which do not have title bar and border?
2. What is recursive method?
3. Iteration of bubble short
4. Which is not mouse motion event
5. Which is not key event
6. Component placed in rectangular grid
7. Generic declaration syntax
8. Uniquely input data
9. Is vector same as array?
10. Generic….. interrupted Error
11. Which class is the base class of swing component?

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

1. String UI manager class name?
2. Flush () – to avoid specify read.
3. Display window – set visible.
4. Class appearance component – look and feel.
5. Display window specific size and location – set bounce.
6. Default priority – NORM\_PRIRITY
7. Which is true for Thread –
8. Which layout managers are in javax.swing package? – Box Layout and Spring Layout.
9. Which layout manager put components in container like grid. – Grid Layout
10. What method of a frame return a reference?

getcontentPane()

1. What is represent element in a sequence?