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## Java Programming: Java Swings

Total Questions: 21

For Answers Click Here: <https://www.eduzip.com/java-programming/java-swings.html>

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1: Package of drawstring() method is

- A. java.applet
- B. java.io
- C. javax.swing
- D. java.awt

**Explanation:** This method is used in java,awt package.

2: Which method executes only once

- A. start() method
- B. init() method
- C. stop() method
- D. destroy() method

**Explanation:** This method is execute only once

3: Give the abbreviation of AWT?

- A. Applet Windowing Toolkit
- B. Abstract Windowing Toolkit
- C. Absolute Windowing Toolkit
- D. None of the above

**Explanation:** Every Swing component relies on an AWT container

4: Which is the container that contain title bar and can have MenuBars. It can have other components like button, textfield etc.?

- A. Panel
- B. Frame
- C. Window
- D. Container

**Explanation:** A Frame is a top-level window with a title and a border. The size of the frame includes any area designated for the border

5: Which is a component in AWT that can contain another components like buttons, textfields, labels etc.?

- A. Window
- B. Container
- C. Panel
- D. Frame

**Explanation:** Containers are integral part of SWING GUI components

6: The following specifies the advantages of It is lightweight. It supports pluggable look and feel. It follows MVC (Model View Controller) architecture.

- A. Swing
- B. AWT
- C. Both A & B

D. None of the above

**Explanation:** Swing is a GUI widget toolkit for Java

**7:** Swing is not a part of JFC (Java Foundation Classes) that is used to create GUI application?

- A. True
- B. False

**Explanation:** None

**8:** Which class provides many methods for graphics programming?

- A. java.awt
- B. java.Graphics
- C. java.awt.Graphics
- D. None of the above

**Explanation:** java.awt.Graphics package provide various method for graphics .

**9:** These two ways are used to create a Frame By creating the object of Frame class (association) By extending Frame class (inheritance) A) True B) False

- A. True
- B. False

**Explanation:** A Frame is a top-level window with a title and a border. The size of the frame includes any area designated for the border.

**10:** The Following steps are required to perform 1) Implement the Listener interface and overrides its methods 2) Register the component with the Listener

- A. Exception Handling
- B. String Handling
- C. Event Handling
- D. None of the above

**Explanation:** Event handling is required when we implements interface.

**11:** In which places can put the event handling code

- A. Same class
- B. Other class
- C. Anonymous class
- D. All mentioned above

**Explanation:** we can put the code of event handling in all the class.

**12:** Which package provides many event classes and Listener interfaces for event handling?

- A. java.awt
- B. java.awt.Graphics
- C. java.awt.event
- D. None of the above

**Explanation:** java.awt.event package provide many event classes and Listener interface for event handling.

**13:** To use the ActionListener interface it must be implemented by a class there are several ways to do that find in the following?

- A. Creating a new class

- B. using the class the graphical component
- C. an anonymous inner class
- D. All mentioned above

**Explanation:** it is used by all the class.

**14:** The ActionListener interface is not used for handling action events?

- A. True
- B. False

**Explanation:** None

**15:** The ActionListener interface is used for handling action events, For example, it's used by a

- A. JButton
- B. JCheckbox
- C. JMenuItem
- D. All of these

**Explanation:** The ActionListener interface used by all the Event.

**16:** Which is the container that doesn't contain title bar and MenuBars. It can have other components like button, textfield etc?

- A. Window
- B. Frame
- C. Panel
- D. Container

**Explanation:** Panel does not contain title bar and menuBars

**17:** How many types of controls does AWT supports these controls are subclasses of component?

- A. 7
- B. 6
- C. 5
- D. 8

**Explanation:** There are seven type of control

**18:** Which are passive controls that do not support any interaction with the user?

- A. Choice
- B. List
- C. Labels
- D. Checkbox

**Explanation:** Labels control are passive that do not support any interaction with the user

**19:** Which class is used to create a pop-up list of items from which the user may choose?

- A. List
- B. Choice
- C. Labels
- D. Checkbox

**Explanation:** Choice class is used to create a pop-up list of items from which the user may choose?

**20:** AWT is used for GUI programming in java?

- A. True

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B. False

**Explanation:** None

**21:** Which object can be constructed to show any number of choices in the visible window?

- A. Labels
- B. Choice
- C. List
- D. Checkbox

**Explanation:** List object can be constructed to show any number of choices in the visible window?

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