**Quiz-6, CHAPTER 17 Adv. Java**

**22.If isValid () mentod return true then object is valid?**

**a.True b.False**

**23. which class contain in this mentod of getBounds(), getSize(), getLocation()**

**a.component**

**b. container**

**c.Frame**

**24. what is the return type of this method getBounds();**

**a.dimension**

**b.rectangle**

**c.point**

**25. which is the valid declaration of a method?**

**a.point getsize();**

**b.Dimension getSize(int a);**

**c.Point getLocation ();**

**26.which package contain component class**

**a.Java.awt package**

**27. setBounds(int a, int b,350,450); setSize(Dimension d); SetLocation(Point p) method return type is?**

**a.point**

**b.String**

**c.void**

**28.getToolkit mentod is a member of component class**

**a.true**

**b.false**

**29.The return type of getToolkit()method is**

**a.Dimension**

**b.Toolkit**

**c.String**

**30. is getToolkit () method an abstract class?**

**a.yes**

**b.no**

**31.getScreenSize() method is a member of--------class?**

**a.Toolkit**

**b.container**

**c.component**

**32.RGB stand for**

**a.red, green, blue**

**b. red, grow, blue**

**c.rat, green, black**

**33.The intensity of each primary color to be a value between**

**a. 1 to 255**

**b 0 to 250**

**c. 0 to 255;**

**34.Color col=new Color (255,255,255);**

**Which color we will get?**

**a.red**

**b. green**

**c.blue**

**d.black**

**35. when you will get green color?**

**a(0,255,0);**

**b.(0,0,0)**

**c.(10,0,0)**

**d.(0,255,255)**

**36. How can you create a text cursor?**

**a.Cursor cor=new cursor();**

**b.Cursor cor=new Cursor(Cursor.TEXT\_CURSOR);**

**C.Cursor cor=new cursor(TEXT\_CURSOR);**

**37. Return type of getDefaultToolkit() method**

**a.Toolkit**

**b.Dimension**

**c.Piont**

**38.getAllFonts()method return type id ?**

**a.Font[]fo;**

**b.Point**

**c.String**

**39. Which class is the base class of swing component ?**

**a.Jcomponent**

**b.component**

**c.JFrame**

40.The main()method calls \_\_\_\_\_\_\_\_\_ for the a Window object.

a)two methods

b)three methods

c)four methods

d)five methods

41.There are three other argument values you could use with the setDefaultCloseOperation() method that are defined in the WindowConstants interface.These values ares:(Three correct choice)

a)DISPOSE\_OF\_CLOSE

b)DISPOSE\_ON\_CLOSE

c)DO\_NOTHING\_ON\_CLOSE

d)Do\_ANYTHING\_ON\_CLOSE

e)HIDE\_ON\_CLOSE

42.The setBounds()and setVisible() methods are members of the JFrame class \_\_\_\_\_\_\_\_ from the Component class.

a)graphicla

b)components

c)operation

d)inherited

43.you would typically use the key classes in this hierarchy:(how key class).

a)three key class

b)four key class

c)five key class

d)six key class

44.you can alter some aspects of the appearance of the basic component by calling methods for the object.

The following methods have an effect on the appearance of a Component object:(two correct choice).

a)Color getBackground()

b)void setForeground(Color fBule)

c)void setFont (Font aFont)

d)Font getDouble()

45.The these to select or create a particular cursor.The standard cursor types are:

a)DEFAULT\_CURSOR

b)CROSSHAIR\_CURSOR

c)WAIT\_CURSOR

d)TEXT\_CURSOR

e)HAND\_CURSOR

f)ALL OF THE ABOVE

46.The Container class defines the following four overloaded versions of the add()method:(two correct chice)

a)Componentance add(Comparator f)

b)Comparator add(Comparable w)

c)void add (Component c, Object constraints int index)

d)Component add(Component c,int index)

47.Which of the following is not method of Iterator?

a)hasNext()

b)next()

c)add()

d)remove()

48.The fundamental elements that you need to create a GUI reside in two packages, which are those?

a)java.awt and java.swing

b)java.swing and java.lang

c)java.awt and java.util

d)java.swing and java.io

49.You can now call any of the following FontMetrics method for the object to get at the basic dimensions for font:(three correct choice)

a)int getAscent()

b)int getHoscent()

c)int getHeight()

d)int getLeading()

e)int getMexDescunt()

**chapter-18**

1. Which of these packages contains all the classes and methods required for event handling in Java?

a) java.applet

b) java.awt

c) java.event

d) java.awt.event

2. What is an event in delegation event model used by Java programming language?

a) An event is an object that describes a state change in a source.

b) An event is an object that describes a state change in processing.

c) An event is an object that describes any change by the user and system.

d) An event is a class used for defining object, to create events.

3. Which of these methods are used to register a keyboard event listener?

a) KeyListener()

b) addKistener()

c) addKeyListener()

d) eventKeyboardListener()

4. Which of these methods are used to register a mouse motion listener?

a) addMouse()

b) addMouseListener()

c) addMouseMotionListner()

d) eventMouseMotionListener()

5. What is a listener in context to event handling?

a) A listener is a variable that is notified when an event occurs.

b) A listener is a object that is notified when an event occurs.

c) A listener is a method that is notified when an event occurs.

d) None of the mentioned

6. Event class is defined in which of these libraries?

a) java.io

b) java.lang

c) java.net

d) java.awt

7. Which of these methods can be used to determine the type of event?

a) getID()

b) getSource()

c) getEvent()

d) getEventObject()

8. Which of these class is super class of all the events?

a) EventObject

b) EventClass

c) ActionEvent

d) ItemEvent

9. Which of these events will be notified if scroll bar is manipulated?

a) ActionEvent

b) ComponentEvent

c) AdjustmentEvent

d) WindowEvent

10. Which of these events will be generated if we close an applet’s window?

a) ActionEvent

b) ComponentEvent

c) AdjustmentEvent

d) WindowEvent

11. Which of these functions is called to display the output of an applet?

a) display()

b) print()

c) displayApplet()

d) PrintApplet()

12. Which of these methods is a part of Abstract Window Toolkit (AWT) ?

a) display()

b) print()

c) drawString()

d) transient()

13. Which of these modifiers can be used for a variable so that it can be accessed from any thread or parts of a program?

a) transient

b) volatile

c) global

d) No modifier is needed

14. Which of these operators can be used to get run time information about an object?

a) getInfo

b) Info

c) instanceof

d) getinfoof

15. What is the Message is displayed in the applet made by this program?

import java.awt.\*;

import java.applet.\*;

public class myapplet extends Applet {

public void paint(Graphics g) {

g.drawString("A Simple Applet", 20, 20);

}

}

a) A Simple Applet

b) A Simple Applet 20 20

c) Compilation Error

d) Runtime Error

16. What is the length of the application box made by this program?

import java.awt.\*;

import java.applet.\*;

public class myapplet extends Applet {

public void paint(Graphics g) {

g.drawString("A Simple Applet", 20, 20);

}

}

a) 20

b) 50

c) 100

d) System dependent

17. Which of these events is generated when a button is pressed?

a) ActionEvent

b) KeyEvent

c) WindowEvent

d) AdjustmentEvent

18. Which of these methods can be used to obtain the command name for invoking ActionEvent object?

a) getCommand()

b) getActionCommand()

c) getActionEvent()

d) getActionEventCommand()

19. Which of these are integer constants defined in ActionEvent class?

a) ALT\_MASK

b) CTRL\_MASK

c) SHIFT\_MASK

d) All of the mentioned

20. Which of these methods can be used to know which key is pressed?

a) getKey()

b) getModifier()

c) getActionKey()

d) getActionEvent()

21. Which of these methods can be used to know the degree of adjustment made by the user?

a) getValue()

b) getAdjustmentType()

c) getAdjustmentValue()

d) getAdjustmentAmount()

22. Which of these events will be notified if scroll bar is manipulated?

a) ActionEvent

b) ComponentEvent

c) AdjustmentEvent

d) WindowEvent

View Answer

23. Which of these constant value will change when the button at the end of scroll bar was clicked to increase its value?

a) BLOCK\_DECREMENT

b) BLOCK\_INCREMENT

c) UNIT\_DECREMENT

d) UNIT\_INCREMENT

24. Which of these events is generated when the size os an event is changed?

a) ComponentEvent

b) ContainerEvent

c) FocusEvent

d) InputEvent

25. Which of these events is generated when the component is added or removed?

a) ComponentEvent

b) ContainerEvent

c) FocusEvent

d) InputEvent

26. Which of these methods can be used to obtain the reference to the container that generated a ContainerEvent?

a) getContainer()

b) getContainerCommand()

c) getActionEvent()

d) getContainerEvent()

27. Which of these methods can be used to get reference to a component that was removed from a container?

a) getComponent()

b) getchild()

c) getContainerComponent()

d) getComponentChild()

28. Which of these are integer constants of ComponentEvent class?

a) COMPONENT\_HIDDEN

b) COMPONENT\_MOVED

c) COMPONENT\_RESIZE

d) All of the mentioned

29. FocusEvent is subclass of which of these classes?

a) ComponentEvent

b) ContainerEvent

c) ItemEvent

d) InputEvent

30. Which of these methods can be used to know the type of focus change?

a) typeFocus()

b) typeEventFocus()

c) isTemporary()

d) isPermanent()

31. Which of these is superclass of ContainerEvent class?

a) WindowEvent

b) ComponentEvent

c) ItemEvent

d) InputEvent

32. Which of these events is generated when the a window is closed?

a) TextEvent

b) MouseEvent

c) FocusEvent

d) WindowEvent

33. Which of these methods can be used to obtain the coordinates of a mouse?

a) getPoint()

b) getCoordinates()

c) getMouseXY()

d) getMouseCordinates()

34. Which of these methods can be used to change location of an event?

a) ChangePoint()

b) TranslatePoint()

c) ChangeCordinates()

d) TranslateCordinates()

35. Which of these are integer constants of TextEvent class?

a) TEXT\_CHANGED

b) TEXT\_FORMAT\_CHANGED

c) TEXT\_VALUE\_CHANGED

d) TEXT\_sIZE\_CHANGED

36. Which of these methods is used to obtain the object that generated a WindowEvent?

a) getMethod()

b) getWindow()

c) getWindowEvent()

d) getWindowObject()

37. MouseEvent is subclass of which of these classes?

a) ComponentEvent

b) ContainerEvent

c) ItemEvent

d) InputEvent

38. Which of these methods is used to get x coordinate of the mouse?

a) getX()

b) getXCoordinate()

c) getCoordinateX()

d) getPointX()

39. Which of these are constants defined in WindowEvent class?

a) WINDOW\_ACTIVATED

b) WINDOW\_CLOSED

c) WINDOW\_DEICONIFIED

d) All of the mentioned

40. Which of these is superclass of WindowEvent class?

a) WindowEvent

b) ComponentEvent

c) ItemEvent

d) InputEvent

41. Which of these packages contains all the event handling interfaces?

a) java.lang

b) java.awt

c) java.awt.event

d) java.event

42. Which of these interfaces handles the event when a component is added to a container?

a) ComponentListener

b) ContainerListener

c) FocusListener

d) InputListener

43. Which of these interfaces define a method actionPerformed()?

a) ComponentListener

b) ContainerListener

c) ActionListener

d) InputListener

44. Which of these interfaces define four methods?

a) ComponentListener

b) ContainerListener

c) ActionListener

d) InputListener

45. Which of these interfaces define a method itemStateChanged()?

a) ComponentListener

b) ContainerListener

c) ActionListener

d) ItemListener

46. Which of these methods will respond when you click any button by mouse?

a) mouseClicked()

b) mouseEntered()

c) mousePressed()

d) All of the mentioned

47. Which of these methods will be invoked if a character is entered?

a) keyPressed()

b) keyReleased()

c) keyTyped()

d) keyEntered()

48. Which of these methods is defined in MouseMotionAdapter class?

a) mouseDragged()

b) mousePressed()

c) mouseReleased()

d) mouseClicked(

49. Which of these are constants defined in WindowEvent class?

a) WINDOW\_ACTIVATED

b) WINDOW\_CLOSED

c) WINDOW\_DEICONIFIED

d) All of the mentioned

50. Which of these is superclass of all Adapter classes?

a) Applet

b) ComponentEvent

c) Event

d) InputEvent

51. Which of these events is generated when computer gains or losses input focus?

a) ComponentEvent

b) ContainerEvent

c) FocusEvent

**52.What is the method of object------getSource().**

**53.When we want to change our cursor into hand cursor ----call mouseEntered()method.**

**54.When Sketcher application starts which kind of constraint of specify-----**

**DEFAULT\_ELEMENT\_TYPE.**

**55.Which command to compile Sketcher------ javac -classpath “.;C:/Packages” Sketcher.java**

**56. The ColorListener class works in the same way as the------------ TypeListener class.**

**57. A Name is ------String type object.**

**58. A small icon is a—Ajavax.swing.Icon object to be displayed on a toolbar button**

**59. setEnabled, isEnabled() method returns------Boolean type argument.**

**6o.The sketch program is implementing semantic event listener to support the ------menu bar in sketchFrame class.**

**61. Default close operation as----- EXIT\_ON\_CLOSE**

**62. javax.swing.AbstractAction class can ------ implements the Action interface.**

**63. The AbstractAction class has -------Three constructors.**

**( AbstractAction(), AbstractAction(String name), AbstractAction(String name, Icon icon).**

**64.Action interface extends ------ZThe ActionListener Interface.**

**65.The properties class is stay -----java.util.package.**

**66. we have use == for the element type-----when ID are type are int.**

**67. When the cursor is moved out of area occupied by the component-------Then called mouseExited() method.**

**68.JButton field of a -----lottery Class.**

69.Which method need to add the toolbar to the application window?

1. **getContentPane().add(toolBar,BorderLayout.NORTH);**
2. setContentPane().add(toolBar,BorderLayout.NORTH);
3. getContentPane().add(toolTip,BorderLayout.NORTH);
4. getContentPane().set(toolBar,BorderLayout.NORTH);

70.JToolbar came from which class/package?

**a. javax.swing**

b.javax.awt.event

c.java.lang

d.java.util

71.which method is used adding buttons to a toolbar?

a. toolbar.get(button);

b. toolbar.set(button);

**c.toolbar.add(button);**

d. button.add(button);

72.javax.swing.Icon here Icon is a

a.class

**b.interface**

c.method

d.constructor

73.GIF means

**a.Graphics Interchange Format**

b. Geographics Interchange Format

c. Graphics Inheritage Format

d.Graphics Inherit Format

74.which mehod need To set an icon to a menu item

a.addIcon();

**b.setIcon();**

c.getIcon();

menu.addIcon();

75.which method use to Disabling Actions?

a.getEnabled();

b.isEnabled(true);

c.isEnabled(false);

**d.setEnabled(false);**

76. An event for a component can be handled by the component object itself.

**a.true**

b.false

77. A user interaction generates an event in the context of a component.

**a.true**

b.false

78. Both low-level and semantic events can arise simultaneously.

**a.true**

b.false

79. A listener interface for low-level events requires several event-handling methods to be

implemented.

**a.true**

b.false

80. A listener interface for semantic events declares a -------------- event-handling method.

**a.single**

b.multiple

81. An adapter class defines a set of -----------methods for one or more low-level event interfaces.

**a.empty metod**

b.abstract method

c.calling method

d.set method

82. Events in applications and in applets are handled in exactly the same way.

**a.true**

b.false

83. An Action object is an object of a class that implements the Action interface.

a.Action class

b.abstract class

**c.Action interface**

84. Action objects can be used to create menu items and associated toolbar buttons.

**a.true**

b.false

85. The state of both the JMenuItem and JButton objects created from an Action object is determined

by the state of the Action object.

**a.true**

b.false

86.what is need to be implemented to receive the event from the button?

**a.ActionListener interface.**

87.when actionPerformed() method in the ActionListener is called?

**a.then the event occurs.**  
  
  
88. **Which of the** [**following**](javascript:void(0)) **are true?**

A. The event-inheritance model has replaced the [event](javascript:void(0))-delegation model.

B. The event-inheritance model is more efficient than the event-delegation model.

C. The event-delegation model uses [event listeners](javascript:void(0)) to define the [methods](javascript:void(0)) of event-handling classes.

D. The event-delegation model uses the handleEvent( ) method to support event handling.  
  
89. **Which of the** [**following**](javascript:void(0)) **is the highest class in the event-delegation model?**

java.util.EventListener

java.util.EventObject

java.awt.AWTEvent

java.awt.event.AWTEvent

90. **When two or more objects are added as listeners for the same** [**event**](javascript:void(0))**, which**

A. listener is first invoked to [handle](javascript:void(0)) the event?

B. The first object that was added as listener.

C. The last object that was added as listener.

D. There is no way to determine which listener will be invoked first.

It is impossible to have more than one listener for a given event.

91. **Which of the following components** [**generate**](javascript:void(0)) **action events?**

Buttons

Labels

Check boxes

Windows

92. **Which of the** [**following**](javascript:void(0)) **are true?**

A TextField object may [generate](javascript:void(0)) an ActionEvent.

A TextArea object may generate an ActionEvent.

A Button object may generate an ActionEvent.

A MenuItem object may generate an ActionEvent.

93. **Which of the following are true?**

The MouseListener interface defines methods for handling mouse clicks.

The MouseMotionListener interface defines methods for handling mouse clicks.

The MouseClickListener interface defines methods for handling mouse clicks.

The ActionListener interface defines methods for handling the clicking of a button.

Ans : a and d.  
  
94. **Suppose that you want to have an object eh handle the TextEvent of a TextArea object t. How should you add eh as the event handler for t?**

t.addTextListener(eh);

eh.addTextListener(t);

addTextListener(eh.t);

addTextListener(t,eh);

Ans : a.  
  
 95.**What is the preferred way to handle an object’s events in Java 2?**

Override the object’s handleEvent( ) method.

Add one or more [event listeners](javascript:void(0)) to handle the events.

Have the object override its processEvent( ) methods.

Have the object override its dispatchEvent( ) methods.

Ans : b.  
  
96. **Which of the following are true?**

A component may handle its own events by adding itself as an [event listener](javascript:void(0)).

A component may handle its own events by overriding its event-dispatching method.

A component may not handle oits own events.

A component may handle its own events only if it implements the handleEvent( ) method.

Ans : a and b.  
  
97. **The event delegation model, introduced in release 1.1 of the JDK, is fully compatible with the event model.**

True

False  
  
 98.**A component subclass that has executed enableEvents( ) to enable processing of a certain kind of event cannot also use an adapter as a listener for the same kind of event.**

True

False

99.How many kinds of Adapter classes?

a.5

**b.6**

c.7

100. which removes the listener passed as an

Which is also for use by a

Container object?

1. **void removePropertyChangeListener( PropertyChangeListener listener);**

b.void addPropertyChangeListener( PropertyChangeListener listener)

101. JButton, JToggleButton, JcheckBox

**a. ItemEvent**

b. AdjustmentEvent

102. when called windowStateChanged(WindowEvent e)?

**a. Called when the window state changes.**

b. Called when the window loses the focus.

103. windowDeiconified(WindowEvent e)

a. Called when a window is minimized and reduced

to an icon

1. **Called when a window is restored from an icon**

**XML Questions**