

# CSCI2600 Quiz 8

Aaron Taylor

TOTAL POINTS

**8 / 10**

QUESTION 1

1,2,3,4,5 **8 / 10**

- **0** Correct

- **2** Q 1 Wrong

- **2** Q 2 Wrong

- **2** Q 3 Wrong

- **2** Q 4 wrong

- **2** Q 5 Wrong

YOUR NAME: Aaron Taylor

YOUR RCS ID: ayloa5 @rpi.edu

Your RCS ID is the first part of your RPI e-mail address

## Principles of Software Quiz 8

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10 points total

Question 1. (10 points, 2 points each) Circle the correct answer

Question 1. What is it called when a program is written to respond to the button clicks, menu selections, and other actions of the user in whatever order the user does them?

A

- ☒ a. Event-driven programming
- b. Action-driven programming
- c. User-driven programming
- d. Mouse-driven programming

Question 2. When is the paintComponent() method of a frame object called?

C

- a. The user calls it to display the frame.
- b. The main() method calls it once when the program starts.
- ☒ c. The Java system calls it every time it decides to display the frame.
- d. The Java system calls it once when the program starts.

Question 3. Three important aspects of usability are:

A

- ☒ a. Learnability, efficiency, safety
- b. Learnability, efficiency, expandability
- c. Learnability, shortcuts, safety
- d. Learnability, efficiency, user testing

Willy Wazoo programmed a GUI button as shown below:

```
JButton button = new JButton("Ouch");  
button.addActionListener(new ActionListener() {  
    void actionPerformed(ActionEvent e) {  
        doSomething();  
    }  
});
```

Question 4. The design pattern most closely related to this code is

B

- a. Adapter
- ☒ b. Observer
- c. Interpreter
- d. Anonymous inner class

Question 5. The call button.addActionListener(...) is a callback

A

- ☒ a. True
- b. False