

Assignment-6

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Q.1] Differentiate String class and StringBuffer class.

<u>Ans</u>	<u>String</u>	<u>StringBuffer</u>
	<ul style="list-style-type: none">- String class is immutable- String is slow and consumes more memory when you concat too many strings because every time it creates new instance- String class overrides the equals() method of Object class. So you can compare the contents of two strings by equals() method	<ul style="list-style-type: none">- StringBuffer class is mutable.- StringBuffer is fast and consumes less memory when you concat strings- StringBuffer class doesn't override the equals() method of Object class.

Q.2] What are Wrapper Classes?

Ans The wrapper classes in Java provide the mechanism to convert primitive into object and object into primitive.

- Since J2SE 5.0, autoboxing and unboxing feature convert primitives into objects automatically.

- The automatic conversion of primitive into an object is known as autoboxing and vice-versa unboxing.

* Uses

- Java is Object-oriented programming lang., so we need to deal with objects many time like in collections, serialization, synchronization, etc.

Q.3] Enlist UI controls

Ans

- 1) Label
- 2) Button
- 3) RadioButton
- 4) CheckBox
- 5) TextField
- 6) PasswordField
- 7) HyperLink
- 8) Slider
- 9) ProgressBar
- 10) ProgressIndicator
- 11) ScrollBar
- 12) Menu
- 13) ToolTip

Q.4] List JavaFx 2d shapes.

Ans

- | | |
|-------------|--------------|
| • Line | • Circle |
| • Rectangle | • Polygon |
| • Ellipse | • Quad Curve |
| • Arc | |

Q.5] Enlist types of Event.

Ans

- Action Event
- Adjustment Event
- Component Event
- Container Event
- Focus Event
- Window Event
- Input Event
- Mouse Event
- Item Event
- Key Event
- Paint Event
- Text Event

Q.6] Enlist different mouse events.

Ans:

- Mouse Pressed
- Mouse Released
- Mouse Clicked
- Mouse Entered
- Mouse Exited
- Mouse Moved
- Mouse Dragged

Q.7] Enlist different key events.

Ans:

- Key Pressed
- Key Released
- Key Typed

Q.8] Explain in one line color and font class

Ans Color: Using these classes, we can apply colors in different patterns.
Font: It enables to apply various fonts to the text nodes.

Q.9] Explain in one line image and image view class.

Ans: The ImageView is a Node used

for painting images loaded with Image class.

Q.10] Explain inner class.

Ans An inner class is a class declared within another class.

- Declaration of inner class:

```
class MainClass {  
    ...  
    class InnerClass {  
        ...  
    }  
}
```

- It is used because it results in more manageable and maintainable code.

Q.11] What is anonymous inner class?

Ans The concept of the anonymous inner class has facilitated the developers to define a class where it is required.

- This has made the code more concise.
- These classes are similar to the local classes without a name.
- You should define an anonymous inner class only when you want to use it once.