Chapter 10 – Events Handling

Answers

1. B
   The new event delegation model was introduced with the release of the Java 1.2 JDK, and was created to overcome some of the shortcomings of the old event model. Although both models are currently supported, both of them cannot be used together in a program.

2. A
   When overriding the processActionEvent(Event e) method there must be a statement that makes a call to "super.processActionEvent(e);". This is because the super class's version of this method is the method that actually makes sure that the listeners will react to the event.

3. A
   The 2.0 JVM supports the use of the 1.0 event model, but it is not recommended to use this old model since the methods are deprecated.

4. A
   A class that creates objects that can be listeners to different types of events just to make sure to override all of the methods needed for the different types of listeners.

5. B
   The methods that are activated as events happen in the delegation model return void and not boolean.

6. A
   A component can have more than one listener for a certain event, but in this case there is no way to know the order in which the listeners will be called.

7. A
   A component can have more than one listener for a certain event, but in this case there is no way to know the order in which the listeners will be called.

8. D
   A compilation error occurs on line 16 since the button is trying to add the current object as the ActionListener, and the current object is not a listener. In order to fix this code the class Framy needs to implement the ActionListener interface.

9. B,C,D

The code compiles and presents a frame with 2 buttons and a text field. When each of the buttons are pressed the text field will display the text that was written on the pressed button.

10. A

In this example an anonymous inner class is being created that is extending from the WindowAdapter class. We know where that it is extending from this class and not implementing the WindowListener interface since once one method is being overridden in this anonymous inner class, and that is what adapter classes are used for.

11. B

The code creates a frame with a text field on it. The “Character.isDigit” line allows digits to be typed, and then “consume” is called, so no other keys will have any effect.

12. A

These statements are true.

13. A

The consume method stops the event from being processed. In this case the keyTyped() event is overridden, and it calls consume(), so when the user types into the TextField nothing will happen.