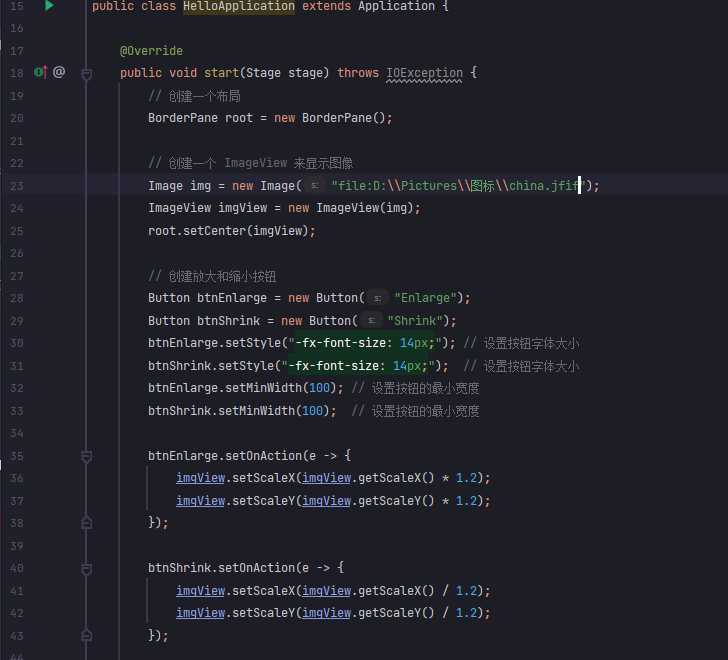
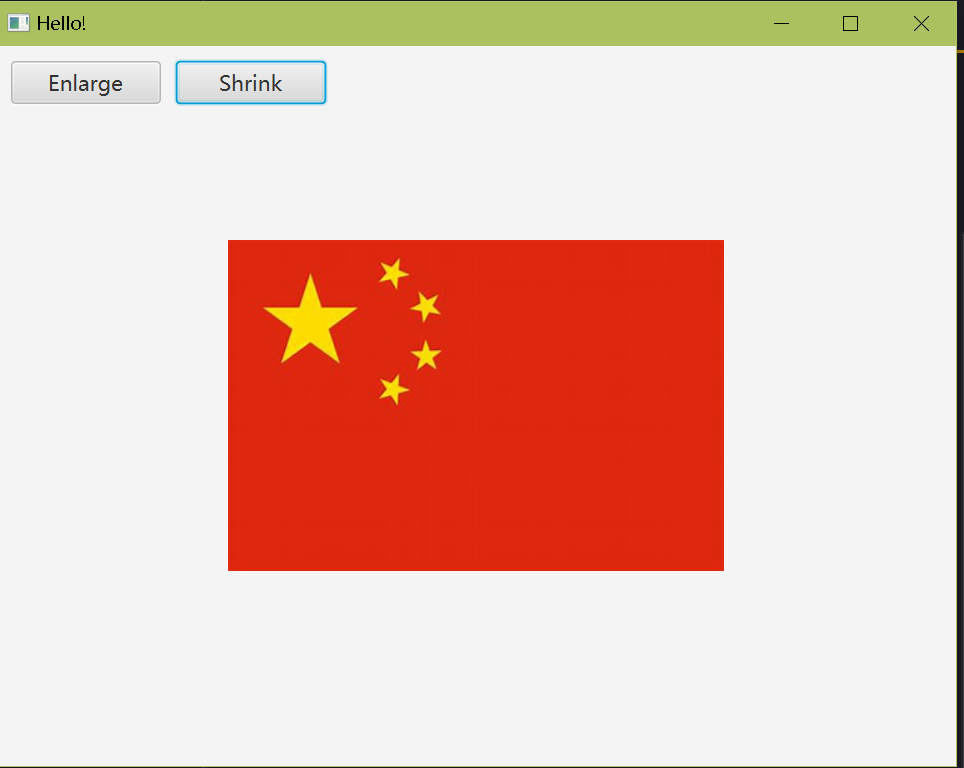
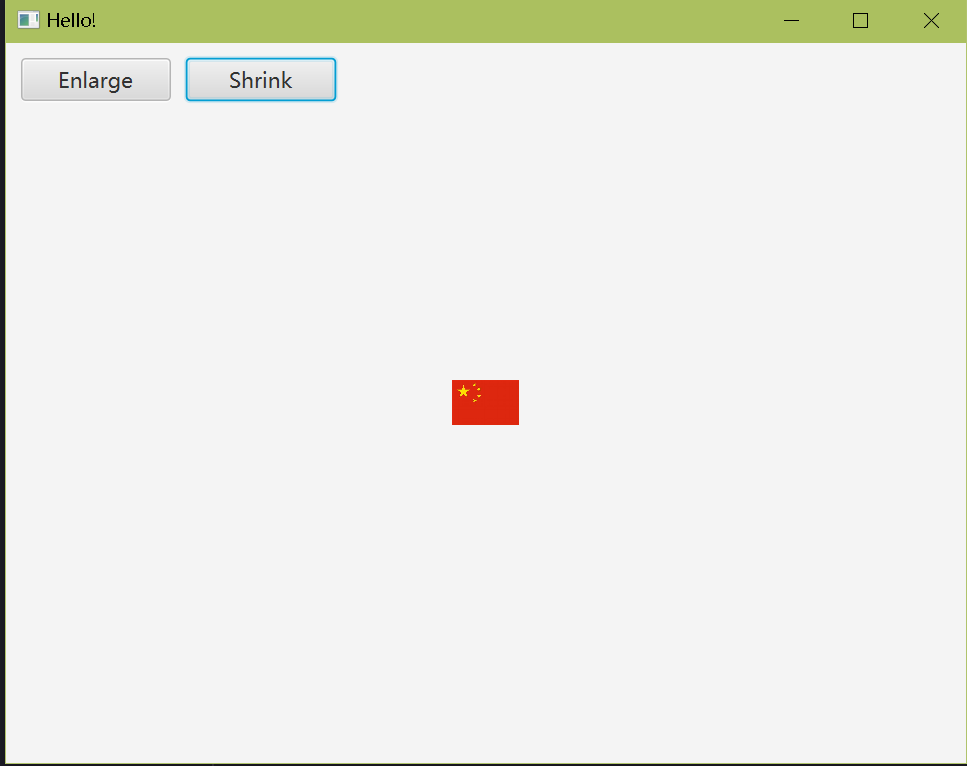
**Quiz for Java Programming** (Tutor: cyd@bupt.edu.cn)

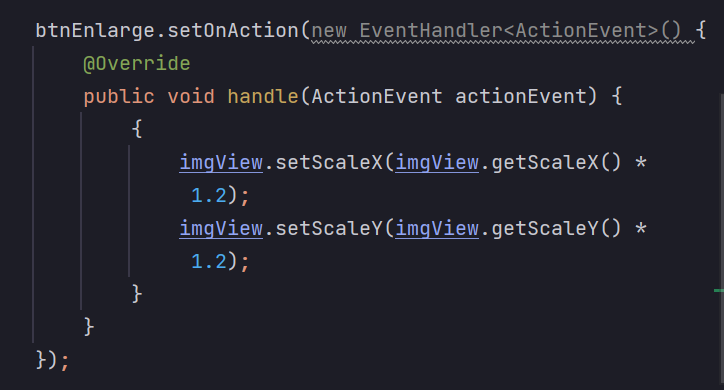
Unit04-GUI Programming – Event driven programming

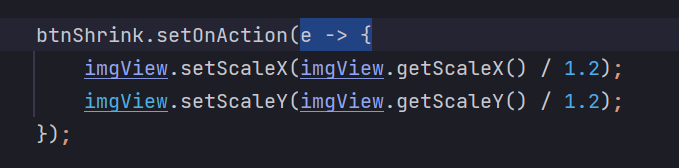
1. An event can be defined as a type of signalto the program that something has happened. The event is generated by. An event source .
2. [T/F] . An inner class can not reference outer class's data and methods.F
3. A java inner class can be accessed using the outer class name.
4. [T/F] An anonymous inner class must always extend a superclass or implement an interface and can have an explicit extends or implements clause.T
5. a Single Abstract Method (SAM) interface is actually a lambda function
6. Write a program that uses two buttons to control the size of the China National Flag. First, the listener class as a package class, then change it to an inner class.



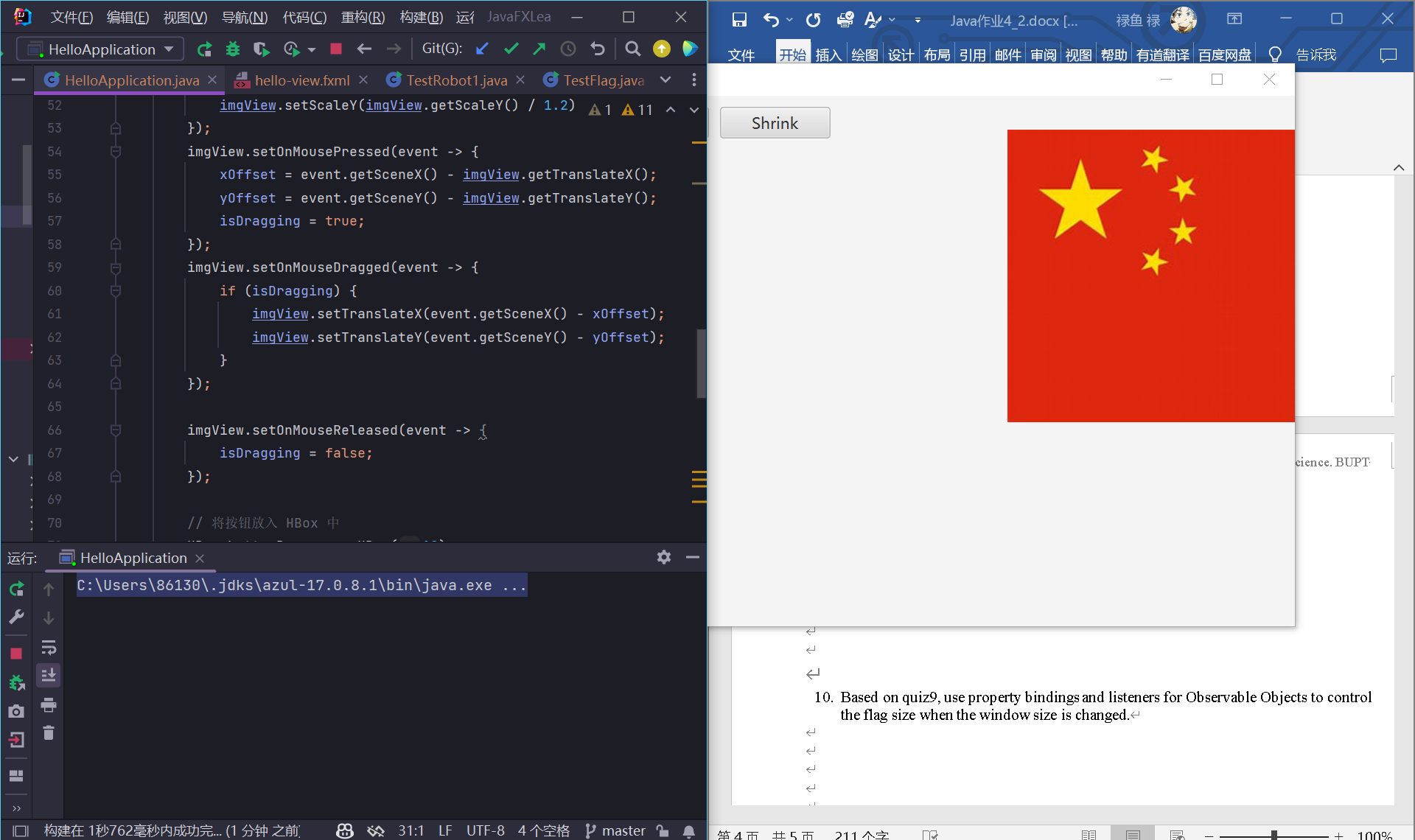




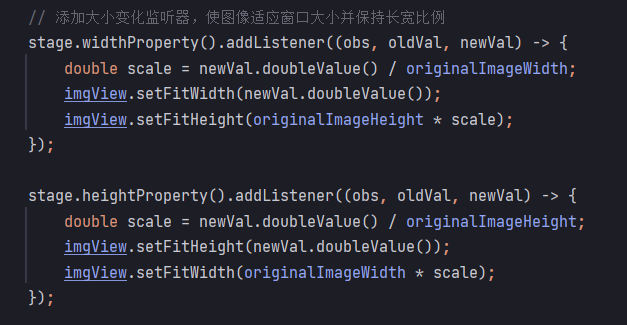
1. Based on qui[z6,](#_bookmark0) change the inner listener class to an anonymous inner class(AIC).
2. Based on qui[z7,](#_bookmark1) change the AIC to a lambda expression.

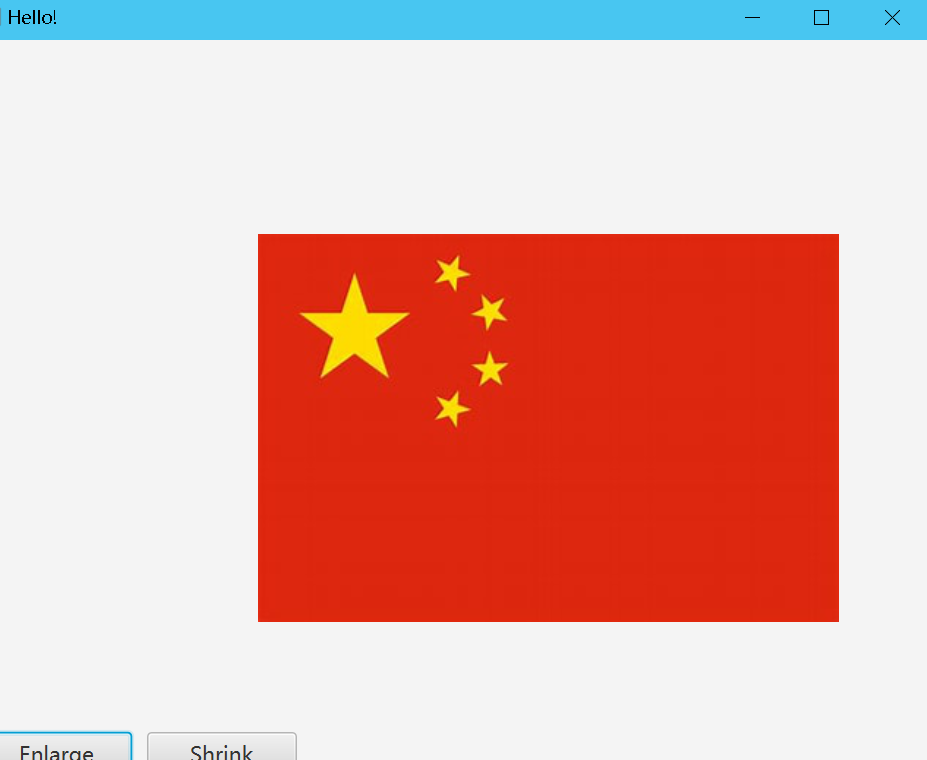


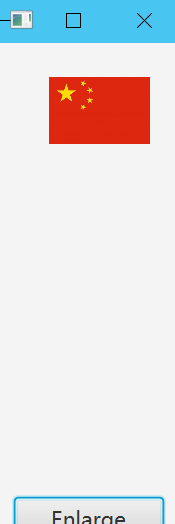
1. Based on qui[z8,](#_bookmark2) use mouse to move the rectangle.



1. Based on [quiz9,](#_bookmark3) use property bindings and listeners for Observable Objects to control the flag size when the window size is changed.







1. Based on qui[z8,](#_bookmark2) use Timeline to flash the flag. [Optional] Use PathTransition to move the flag from left to right.
2. 