

Question Bank : Advanced Java Programming (22517)

Class : TYCM

Chapter No. 01 Introduction to AWT

Answer the following questions:

(Note: Only one answer is correct).

1. AWT Means?
 - a) Abstract Windows Toolkit
 - b) Advanced Web Toolkit
 - c) Abstract Web Toolkit
 - d) Advanced Web Technology

2. Which is the immediate super class of Applet?
 - a) Container
 - b) Component
 - c) Frame
 - d) Panel

3. The setSize() method is defined by this class...
 - a) Applet
 - b) Component
 - c) Frame
 - d) Panel

4. Which class encapsulates a blank window upon which we can draw?
 - a) Applet
 - b) Canvas
 - c) Window
 - d) Frame

5. What are the variables defined in 'Dimension' class?
 - a) length and width
 - b) height and length
 - c) height and width
 - d) len and wid

6. If we want to hide the window, we can use this method...
 - a) setVisible()
 - b) show()
 - c) setHidden()
 - d) view()

7. Color class can create object of it using which of the following color values?
 - a) RGB
 - b) RYB
 - c) CMY
 - d) HSB

8. The setColor() is the method of which class?
 - a) Applet
 - b) Graphics
 - c) Color
 - d) Object

9. Which of the following style is not supported by Font class?
 - a) Font.UNDERLINE
 - b) Font.ITALIC
 - c) Font.PLAIN
 - d) Font.BOLD

10. All the AWT controls are subclasses of which class?
 - a) Component
 - b) Container
 - c) AWTControl
 - d) Window

11. How you can remove all the controls from the applet?
 - a) Using remove() method.
 - b) Using removeAll() method.
 - c) Using removeAllControls() method.
 - d) It is not possible to remove all controls using single method.

12. Which of the following is passive AWT control?
 - a) Label
 - b) Button
 - c) Checkbox
 - d) TextField

13. Which alignment is not supported by Label?
 - a) Label.RIGHT
 - b) Label.LEFT
 - c) Label.CENTER
 - d) Label.BASELINE

14. How can we create Radio buttons?
 - a) Using ButtonGroup class

- b) Using CheckboxGroup class
 - c) Using RadioButton class
 - d) Using Button class
15. How to add the names in choice controls?
- a) At the time of creation itself.
 - b) Using addName() method.
 - c) Using addItem() method.
 - d) Using add() method.
16. Multiple selections are allowed in...
- a) Menu
 - b) CheckboxGroup
 - c) List
 - d) Choice
17. How can we copy the 'List's contents into 'Choice's contents
- a) This is not possible.
 - b) Using copyInto() method of List
 - c) Directly assigning List object to Choice object.
 - d) Using copyFrom() method.
18. What is default block-increment of Scrollbar?
- a) 10
 - b) 5
 - c) 1
 - d) We can not use block increment in scrollbars.
19. The immediate super class of TextArea is...
- a) TextField
 - b) TextBox
 - c) TextComponent
 - d) Component
20. Is it possible to change display character of TextField? How?
- a) Not possible.
 - b) Yes, by using setChar() method.
 - c) Yes, by using setEchoChar() method.
 - d) Yes, by using setDisplayChar() method.
21. Is it possible to center the text typed in TextField? How?
- a) Not possible.
 - b) Yes, by using setAlignment() method.
 - c) Yes, by using setPosition() method.
 - d) Yes, by putting values in the constructor itself.

22. Which method is used to append the text at the end of TextArea?
 - a) append()
 - b) add()
 - c) appendAt()
 - d) addAt()

23. FlowLayout does not support this value of alignment...
 - a) FlowLayout.LEFT
 - b) FlowLayout.CENTER
 - c) FlowLayout.RIGHT
 - d) FlowLayout.BASELINE

24. The setLayout() is the method of which class?
 - a) Applet
 - b) Layout
 - c) FlowLayout
 - d) Graphics

25. BorderLayout does not support this value of alignment...
 - a) BorderLayout.WEST
 - b) BorderLayout.EAST
 - c) BorderLayout.NORTH
 - d) BorderLayout.MIDDLE

26. The correct constructor of Insets() which uses the values is...
 - a) Insets(int top, int left, int bottom, int right)
 - b) Insets(int bottom, int right, int top, int left)
 - c) Insets(int right, int top, int left, int bottom)
 - d) Insets(Dimesnion d1, Dimension d2)

27. The various controls supported by AWT are
 - a. Labels, push buttonss
 - b. Checkboxes, choice, list
 - c. Scroll bars, text area, text field
 - d. **All of these**

28. The concept of the menu bar canbe implemented by using three java classes—
 - a. MenuBar
 - b. Menu
 - c. MenuItem
 - d. **All of these**

29. The most commonly used layout managers are
 - a. FlowLayout

- b. BorderLayout
 - c. GridLayout
 - d. CardLayout
 - e. **All of these**
30. The constructor which the Text Event class defines.
- a. **TextEvent(Object source, int event_type)**
 - b. textevent (Object source, int event_type)
 - c. textevent (object Source, float event_type)
 - d. textevent (Object source, string event_type)
31. In Java an event is an _____ which specifies the change of state in the source.
- a. Class
 - b. **Object**
 - c. Int
 - d. String
32. The name of the event classes are
- a. ActionEvent, ComponentEvent
 - b. ContainerEvent, FocusEvent
 - c. ItemEvent, KeyEvent
 - d. WindowListener, MouseEvent
 - e. TextEvent
 - f. **All of these**
33. The classes and interfaces defined in AWT are contained within the _____ package.
- a. **java.awt.***
 - b. java.sql.*
 - c. java.io.*
 - d. java.int*
34. Java packages such as _____ support the Event handling mechanism.
- a. java.util
 - b. java.awt
 - c. java.awt.event
 - d. **All of these**
35. The general form to set a specific type of layout manager is
- a. **void setLayout(LayoutManager lm)**
 - b. Void setLayout(LayoutManager lm)
 - c. void setLayout(layoutManager lm)
 - d. Void setLayout(Layoutmanager lm)
36. Some of the event listener interfaces are _____
- a. ActionListener, ComponentListener
 - b. ContainerListener, FocusListener
 - c. ItemListener, KeyListener

- d. WindowListener, MouseListener
 - e. TextListener
 - f. **All of these**
37. The AWT container is an instance of the _____ class which holds various components and other containers
- a. Graphics
 - b. **Container**
 - c. Eventobj
 - d. None of these
38. A checkbox is a control that consists of a
- a. Combination of a small box
 - b. A label
 - c. Combination of a large box and a label
 - d. **Both a & b**
39. Java applets are used to create _____ applications
- a. Graphical
 - b. User interactive
 - c. **Both a & b**
 - d. None of these
40. In Java, events are all the activities that occur between
- a. The user
 - b. The applications
 - c. **Both a & b**
 - d. None of these
41. AWT means
- a. **Abstract Window Toolkit**
 - b. Abstract Window Toollayout
 - c. Abstract Withdraw Tools
 - d. Abstract Window Title
42. Positions the components into five regions: east, west, north, south, center
- a. **BorderLayout**
 - b. CardLayout
 - c. GridLayout
 - d. FlowLayout
43. Arranges the components as a deck of cards such that only one component is visible at a time
- a. BorderLayout
 - b. **CardLayout**
 - c. GridLayout
 - d. FlowLayout

44. Arranges the components horizontally
 - a. BorderLayout
 - b. CardLayout
 - c. GridLayout
 - d. **FlowLayout**

45. Arranges the componemnts into grid
 - a. BorderLayout
 - b. CardLayout
 - c. **GridLayout**
 - d. FlowLayout

46. _____ creates a dropdown list of textual entries
 - a. **Choice**
 - b. Checkbox
 - c. Textbox
 - d. TextComponent

47. The Component class and MenuComponent class are the _____ which represent the GUI components.
 - a. Subclasses
 - b. **Superclasses**
 - c. Both a & b
 - d. None of these

48. The Component class is an abstract class and so its _____ are used to create components.
 - a. **Subclasses**
 - b. Superclasses
 - c. Both a & b
 - d. None of these

49. The AWT classes can be roughly categorized into the following groups:
 - a. GUI Components
 - b. Layouts
 - c. Graphics Tools
 - d. Event Handlers
 - e. **All of these**

50. Panel is used for _____ components
 - a. **Grouping**
 - b. Managing
 - c. Deleting
 - d. Modifying

51. An Applet is a _____ of Panel:
 - a. **Subclass**

- b. Superclass
 - c. Both a & b
 - d. None of these
52. Window is used for _____ windows
- a. Creating
 - b. Handling
 - c. Modifying
 - d. **Both a & b**
53. The subclasses of Window are
- a. Dialog
 - b. Frame
 - c. **Both a & b**
 - d. None of these
54. The CardLayout class defines the following constructors:
- a. CardLayout() // First
CardLayout(int hor, int ver) //second
 - b. CardLayout() // First
CardLayout(int hour, int ver) //second
 - c. CardLayout() // First
CardLayout(int hor, int var)
 - d. CardLayout() // First
CardLayout(int hour, int ver) //second
55. A menu bar represents
- a. **A list of menus which can be added to the top of a top-level window**
 - b. A list of menus which can be deleted to the top of a top-level window
 - c. A list of menus which can be added to the bottom of a bottom-level window
 - d. None of these
56. Each menu is associated with a _____ list of menu items:
- a. Checkbox
 - b. **Drop-down**
 - c. Choice
 - d. None of these
57. The two types of menus which are given as follows:
- a. Pop-up menus
 - b. Regular menus
 - c. **Both a & b**
 - d. None of these
58. Regular menus are placed at the _____ of the application window within a menu bar
- a. **Top**
 - b. Bottom
 - c. Top-down

- d. Botttom-up
59. The _____ interface is used to handle the menu events
- a. ContainerListener
 - b. FocusListener
 - c. **ActionListener**
 - d. WindowListener
60. The text field and text area controls create a _____ area respectively
- a. Single-line text
 - b. Multi-line text
 - c. **Both a & b**
 - d. None of these