

## Question Bank (G scheme)

Name of subject: **ADVANCED JAVA PROGRAMMING**

Unit Test :I

Subject code: **17625**

Course : **CM/IF6G**

Semester: **VI**

### CHAPTER 1 : Introduction to the Abstract Windowing Toolkit (AWT) and Swings (24 Marks)

Q1. Which of the following class is derived from the container class?

- (a) Component
- (b) Panel
- (c) MenuComponent
- (d) List

Q2. Name of the class used to represent a GUI application window, which is optionally resizable and can have a title bar, an icon, and menus.

- (a) Window
- (b) Panel
- (c) Dialog
- (d) Frame

Q3. Which abstract class is the super class of all menu related classes?

- (a) MenuComponent
- (b) MenuBar
- (c) MenuItem
- (d) CheckboxMenuItem

Q4. Which of these classes can be added to a Frame component?

- (a) Menu
- (b) Button
- (c) Window
- (d) Applet

Q.5 Which can be used to represent a checkbox with a textual label that can appear in a menu?

- (a) MenuBar
- (b) MenuItem
- (c) CheckboxMenuItem
- (d) Menu

Q.6 Which of these classes can be added to any Container class, using the add method defined in Container class?

- (a) Button
- (b) CheckboxMenuItem
- (c) Menu
- (d) MenuBar

Q.7 Package of drawString() method is \_\_\_\_\_

- (a) java.applet
- (b) java.io
- (c) javax.swing
- (d) java.awt

Q.8 Which methods executes only once?

- (a) start() method
- (b) init() method
- (c) stop() method
- (d) java.awt

Q.9 Object which can store group of other object is called\_\_\_\_\_

- (a)Collection object
- (b)Java object
- (c)Package
- (d)Wrapper

Q.10 All collection classes are available in\_\_\_\_\_

- (a) java.io package
- (b)java.lang package
- (c) java.awt package
- (d) java.util package

Q.11 Thread class is available in\_\_\_\_\_

- (a) java.io package
- (b)java.lang package
- (c) java.awt package
- (d) java.util package

Q. 12 Minimum threads in a program are

- (a)1
- (b)2
- (c)5
- (d)Many

Q. 13 JIT meaning\_\_\_\_\_

- (a)Java In Time
- (b)Just In Time
- (c)Join In Time
- (d)None of the Above

Q. 14 Program which executes applet is known as\_\_\_\_\_

- (a)Applet Engine
- (b)Virtual machine
- (c)JVM
- (d) None of the Above

Q. 15 In main()method, data type of parameter is\_\_\_\_\_

- (a)int
- (b)char
- (c)String
- (d)double

Q. 16 How many keywords (approximately) are available in java?  
(May vary from version to version)

- (a) 32
- (b) 39
- (c) 48
- (d) 115

Q. 17 Smallest individual unit in java program is known as\_\_\_\_\_

- (a)String
- (b)Literal
- (c)Token
- (d)Operator

Q. 18 What does A WT stands for?

- (a)All Writing Tools
- (b)Abstract Window Toolkit
- (c) Abstract Writing Toolkit
- (d)All Window Tools

Q. 19 Which of these methods can be used to know which key is pressed?

- (a) getModifier()
- (b)getActionKey
- (c) getActionEvent()
- (d)getKey()

Q. 20 Which of the following statements about GUI components is wrong?

- (a) Swing exists since version 1.2 of the jdk
- (b) You cannot place AWT components on Swing containers
- (c) AWT stands for Abstract Window Toolkit
- (d) The AWT classes are deprecated.

Q. 21 Package is the first program in java.

- (a) True (b) False

Q. 22 What do you mean by javap ?

- (a) Java disassemble (b) Java interpreter
- (c) Java compiler (d) Java debugger

Q. 23 JVM is a \_\_\_ for byte code.

- (a) Interpreter (b) Disassemble
- (c) Compiler (d) Debugger

Q.24 In applet, which of the following is used for accepting user defined parameter?

- (a) Body (b)Centre
- (c) Applet (d)Param

..-- - \_ ..... \_ .. |||~;:)

Q. 25 What is runnable from following:

- (a) Class (b) Method
- (c) Interface (d) Variable

Q. 26 Which of the following applet class displays the result of the applet code on the screen?

- (a) paintO (b) voidO
- (c) stringO (d) getKeyO

Q. 27 On which side applet always executed?

- (a) Server side (b) Client side

Q. 28 Which of the following file is API document?

- (a) Html (b) Java
- (c) Text (d) Doc

Q. 29 What is another code for java intermediate code?

- (a) Java code (b) Byte code
- (c) Reference code (d) None of the above

Q. 30 Which stage language java is known as ?

- (a) Zero            (b) Two
- (c) Four            (d) Eight

Q.31 Which keyword is used to implement interface in the class?

- (a) implements (b) implement
- (c) interface      (d) extends

Q. 32 In java, gc()(i.e. garbage collector) method is available in which package?

- (a) java.lang    (b)java.io
- (c) java.util    (d)java.awt

Q. 33 Vector class is available in\_\_\_\_\_

- (a) java.io pacakage    (b) java.util package
- (c) java.lang package    (d) java.sql package

Q. 34 Which of the following terms are included inside the package?

- (a) Classes    (b) Methods
- (c)Interfaces    (d) All ofthe above.

Q. 35 Is it possible to write nested try ?

- (a) Yes (b) No

Q. 36 Which method cannot be overridden ?

- (a) println    (b) printf
- (c)scanf    (d) final

Q.37 In which package, thread class is available?

- (a) Java.util    (b) Java.io
- (c) Java.lang    (d) Java.awt

Q.38 Swing components that don't rely on Native GUI are reffered to as \_\_\_\_\_

- (a)Ligthweight component    (b)heavy weight component
- ( c) GUI component    ( d) Non GUI component

Q. 39 What is jdb ?

- (a) Java debugger    (b) Java interpreter
- (c) Java compiler    (d) Java disassemble

Q. 40 Is it possible to declare method of the interface as private?

- (a) Yes (b) No

Q. 41 Why we need to write static keyword to main method ?

- (a) It gives access to other methods
- (b) It is in syntax
- (c) To create single copy
- (d) None of the above

Q.42 "All methods of the interface are public and abstract."

- (a) True (b) False

Q. 43 What is the latest version of jdk ?

- (a) 1.9 (b)1.7
- (c) 2.0 (d) 1.6

Q. 44 If a class contains one or more abstract methods then it is declared as

- (a) Final (b)Static
- (c) Abstract (d) Any of the above

Q.45 Which of the following command is used to compile java program?

- (a) Java (b) Javap
- (c) Javaq (d) Javac

Q46. It is possible to create object of interface?

- (a) Yes (b) No

Q.47. When applet is dead, it automatically invokes the\_\_\_\_\_method when We quit the browser.

- (a)Paint() (b) Stop()
- (c) Destroy() (d) Final()

Q.48 In which process we create exact copy of the existing object?

- (a) Overriding (b) Overloading
- (c) Cloning (d) Cloning

Q.49 Jar stands for\_\_\_\_\_

- (a) Java archived (b) Java array
- (c) Java architecture (d) None of the above

Q.50 API stands for\_\_\_\_\_

- (a) Application Programming Infrastructure
- (b) Application Programming Interface
- (c) Advanced Programming Interface
- (d) None of the above

Q.51.What layout manager should You use so that every component occupies the same size in the container?

- (a) a Flow Layout (b) Grid Layout
- (c) Border Layout (d) any Layout

Q. 52 Executable applet is nothing but \_\_\_ file of the applet.

- (a) .txt (b) .java
- (c) .class (d) .html

Q.53.can you use setBackground() method to set the background color for \_\_\_\_\_?

- (a) Component (b) Container
- (c) JComponent (d) All three

Q. 54 In which package, exception class is available?

- (a) java.lang (b)java.util
- (c) java.io (d)java.awt

Q.55 Arguments passed via command line are stored as \_\_\_ data type.

- (a) argumnet (b) double
- (c) string (d) integer

Q. 56 Object which can store group of other object is known as

- (a) Java object (b) Package
- (c) Collection object (d) None of the above

Q. 57 A GUI \_\_\_\_\_

- (a) uses buttons, menus, and icons
- (b) should be easy for a user to manipulate
- (c) stands for Graphic Use Interaction.
- (d) Both (a) and (b).

Q. 58 An object is composed of :

- (a) Properties (b)Methods
- (c) Events (d)All of the above

Q. 59 Which is a component in AWT that can contain other components like buttons, textfields, labels etc. ?

- (a) Window
- (b) Container
- (c) Panel
- (d) Frame

Q.60 The Swing component classes that are used to encapsulate a mutually exclusive set of buttons ?

- (a) AbstractButton
- (b) ButtonGroup
- (c) JButton
- (d) ImageIcon

Q.61 The Java Foundation Classes (JFC) is a set of GUI components which simplify the development of desktop applications?

- (a) True
- (b) False

Q62. To specify font to be Bold and Italic use font style value

- (a) Font.PLAIN
- (b) Font.BOLD
- (c) Font.ITALIC
- (d) Font.BOLD + Font.ITALIC

Q.63 In Graphics class, Which method is used to set the graphics current color to the specified color?

- a Public abstract void setFont(Font font)
- b Public abstract void setColor(Color c)
- c Public abstract void drawString(String str, int x, int y)
- d None of the above

Q.64 In Graphics class, which method is used to draw a rectangle with the specified width and height?

- (a) public void drawRect(int x, int y, int width, int height)
- (b) public abstract void fillRect(int x, int y, int width, int height)
- (c) public abstract void drawLine(int x1, int y1, int x2, int y2)
- (d) public abstract void drawOval(int x, int y, int width, int height)

Q.65 Which of the following is used to interpret and execute Java Applet Classes Hosted by HTML?

- (a) Appletviewer
- (b) Appletscreen
- (c) Appletwatcher
- (d) Appletshow

Q.66 Which of these classes encapsulate run-time state of an object?

- (a) Class
- (b) System
- (c) Runtime
- (d) Cache

Q.67 The relationship between a parent class and a child class is referred to

As a(n)\_\_\_\_\_relationship.

- (a) is-a    (b) was-a
- (c) has-a    (d) instance-of    (e) alias

Q.68 Java does not support multiple inheritance, but some of the abilities of multiple inheritance are available by\_\_\_\_\_

- a implementing interfaces
- b creating aliases
- c importing classes
- d using public rather than protected or private modifiers

Q.69 Java applet are used to create\_\_\_\_\_applications.

- (a) graphical    (b) user interactive
- (c) both (a) and (b)    (d) none of the above

Q.70. The various controls supported by AWT are:

- (a) Labels, push buttons
- (b) Checkboxes, choice list
- (c) Scroll bars, text fields, text area
- (d) All of these

## **CHAPTER 2 :Event Handling(20 Marks)**

Q.1 \_\_\_\_\_package contains all the classes and methods required for Event handling in java.

- (a) java.applet    (b) java.awt
- (c) java.event    (d) java.awt.event

Q.2 What is an event is delegation event model used by Java programming Language?

- (a) An event is an object that describes a state change in a source.
- (b) An event is an object that describes a state change in a processing.
- (c) An event is an object that describes any change by the user and System
- (d) An event is a class used for defining object, to create events.

Q. 3 method are used to register a keyboard event listener.

- (a) KeyListenerO    (b) addKistenerO



(c) addKeyListenerO (d) eventKeyboardListenerO

Q.4 \_\_\_\_\_ method are used to register a mouse motion listener.

- (a) addMouseO
- (b) addMouseListenerO
- (c) addMouseMotionListnerO
- (d) eventMouseMotionListenerO

Q.5 What is a listener in context to event handling?

- (a) A listener is a variable that is notified when an event occurs.
- (b) A listener is a 'object that is notified when an event occurs.
- (c) A listener is a method that is notified when an event occurs.
- (d) None of the mentioned

Q. 6 In which library event class is defined ?

- (a) java.io (b) java.util
- (c) java.lang (d) java.net

Q. 7 Which of these methods can be used to determine the type of event ?

- (a) getSoureeO (b) getEventO
- (c) getIDO (d) getEventObjheetO

Q.8 \_\_\_\_\_ is super class of all the events.

- (a) EventObjheet (b) EventClass
- (c) AetionEvent (d) ItemEvent

Q. 9 If scroll bar is manipulated \_\_\_\_\_ event will be notified.

- (a) AetionEvent (b) ComponentEvent
- (c) AdjustmentEvent (d) WindowEvent

Q.10 if we close an applet's window generated. \_\_\_\_\_ event will be

- (a) ActionEvent (b) ComponentEvent
- (c) AdjustmentEvent (d) WindowEvent

Q. 11 Which of these events is generated when a button is pressed?

- (a) ActionEvent (b) KeyEvent
- (c) Window Event (d) AdjustmentEvent

Q. 12 \_\_ method can be used to obtain the command name for invoking ActionEvent object.

- (a) getCommand() (b) getActionCommand()
- (c) getActionEvent() (d) getActionEventCommand()

Q. 13 Which of these are integer constants defined in ActionEvent class?

- (a) ALT\_MASK (b) CTRL\_MASK
- (c) SHIFT\_MASK (d) All of the mentioned

Q.14.Which of these methods can be used to determine type of Event

- (a) getID() (b) getSource()
- (c) getEvent() (d) getEventObject()

Q. 15 \_\_\_\_\_ method can be used to determine the type of adjustment event.

- (a) getType() (b) getEventType()
- (c) getAdjustmentType() (d) getEventObjectType()

Q. 16 \_\_ method can be used to know the degree of adjustment made by the user.

- (a) getValue() (b) getAdjustmentType()
- (c) getAdjustmentValue() (d) getAdjustmentAmount()

Q.17.What are the KeyListener Interface?

- (a) keyPressed (b) keyReleased
- (c) keyTyped (d) All three.

Q. 18 Which of these constant value will change when the button at the end of scroll bar was clicked to increase its value?

- (a) BLOCK\_DECREMENT
- (b) BLOCK\_INCREMENT
- (c) UNIT\_DECREMENT
- (d) UNIT\_INCREMENT

Q.19 When the size of component is changed, \_\_ event is generated.

- (a) ComponentEvent (b) ContainerEvent
- (c) FocusEvent (d) InputEvent

Q. 20 When the component is added or removed ? Which of these events is generated ?

- (a) ComponentEvent (b) ContainerEvent
- (c) FocusEvent (d) InputEvent

Q. 21 method can be used to obtain the reference to the container that generated a ContainerEvent.

- (a) getContainerO
- (b) getContainerCommandO
- (c) getActionEventO
- (d) getContainerEventO

Q.22.Which is the constant used for always providing the vertical scrollbar

- (a) VERTICAL\_SCROLLBAR\_ALWAYS
- (B)VERTICAL\_SCROLLBAR\_AS\_NEEDED

Ans:b

Q23.Which is the method used for WindowsClosing Event?

- (a>windowOpened()
- (b>windowClosed()
- (c) windowClosing()
- (d) windowDeactivated()

Q.24\_\_\_\_\_event is generated when computer gains or losses input focus.

- (a) ComponentEvent
- (b) ContainerEvent
- (c) FocusEvent
- (d) InputEvent

Q.25 FocusEvent is subclass of which of these classes?

- (a) ComponentEvent
- (b) ContainerEvent
- (c) ItemEvent
- (d) InputEvent

Q.26 \_\_\_ can be used to know the type of focus change.

- (a) typeFocus()
- (b) typeEventFocus()
- (c) isTemporary()
- (d) isPermanent()

Q.27\_\_\_\_\_ is superclass of Container Event class.

- (a) WindowEvent
- (b) ComponentEvent
- (c) ItemEvent
- (d) InputEvent

Q.28 Which of the following method can be used to obtain the coordinates of a mouse?

- (a) getPoint()
- (b) getCoordinates()
- (c) getMouseXY()
- (d) getMouseCordinates()

Q.29\_\_\_\_\_method can be used to change location of an event.

- (a) ChangePoint()
- (b) TranslatePoint()
- (c) ChangeCordinates()
- (d) TranslateCordinates()

Q.30 Which of the following is integer constants of TextEvent class?

- (a) TEXT\_CHANGED
- (b) TEXT\_FORMAT\_CHANGED
- (c) TEXT\_VALUE\_CHANGED

(d) TEXT\_SIZE\_CHANGED

Q. 31 \_\_\_\_\_ is used to obtain the object that generated a Window Event.

- (a) getMethod()
- (b) getWindow()
- (c) getWindowEvent()
- (d) getWindowObject()

Q.32 MouseEvent is subclass of which of these classes?

- (a) ComponentEvent
- (b) ContainerEvent
- (c) ItemEvent
- (d) InputEvent

Q.33 \_\_\_ method is used to get x coordinate of the mouse.

- (a) getXO
- (b) getXCoordinateO
- (c) getCoordinateXO
- (d) getPointXO

Q.34 Which of these are constants defined in WindowEvent class?

- (a) WINDOW\_ACTIVATED
- (b) WINDOW\_CLOSED
- (c) WINDOW\_DEICONIFIED
- (d) All of the mentioned

Q. 35 \_\_\_\_\_ is superclass of Window Event class.

- (a) WindowEvent
- (b) ComponentEvent
- (c) ItemEvent
- (d) InputEvent

Q.36 Which of these packages contains all the event handling interfaces?

- (a) java.lang
- (b) java.awt
- (c) java.awt.event
- (d) java.event

Q.37 When a component is added to a container which of these interfaces handles the event?

- (a) ComponentListener
- (b) ContainerListener
- (c) FocusListener
- (d) InputListener

Q. 38 \_\_\_ interface define a method actionPerformed().

- (a) ComponentListener
- (b) ContainerListener
- (c) ActionListener
- (d) InputListener

Q.39.Which method is used to set an icon to an Label?

- (a) setIcon()
- (b)setImage()
- (c) getImage()
- (d)setIconImage()

Q. 40 \_\_ interfaces define a method itemStateChanged()

- (a) ComponentListner
- (b) ContainerListner
- (c) ActionListener
- (d) ItemListener

Q.41 Which method from the following methods will respond when you click any button by mouse?

- (a) mouseClicked()
- (b) mouseEntered()
- (c) mousePressed()
- (d) All of the mentioned

Q. 42 \_\_\_\_\_ methods will be invoked if a character is entered.

- (a) keyPressed()
- (b) keyReleased()
- (c) keyTyped()
- (d) keyEntered()

Q.43 \_\_\_\_\_ methods is defined in MouseMotionAdapter class.

- (a) mouseDragged()
- (b) mousePressed()
- (c) mouseReleased()
- (d) mouseClicked()

Q.44. Which method is used to have rollover icon?

- (a) setDisabledIcon()
- (b) setDisabled()
- (c) setRollover()
- (d) setRolloverIcon()

Q.45 \_\_\_\_\_ is the superclass of all Adapter classes.

- (a) Applet
- (b) ComponentEvent
- (c) Event
- (d) InputEvent

Q.46 In Java, events are all the activities that occur between:

- (a) The user
- (b) The application
- (c) Both (a) and (b)
- (d) None of the above

Q.47 EventObject class belongs to:

- (a) java.util
- (b) java.awt
- (c) java.lang
- (d) java.sql

Q.48 The Component class is an abstract class and so its \_\_\_\_\_ are used to create components.

- (a) Subclasses
- (b) Superclasses
- (c) Both (a) and (b)
- (d) None of these.

Q.49 The AWT classes can be roughly categorized into the following groups:

- (a) GUI component
- (b) Layouts
- (c) Graphics tools
- (d) All of these

Q.50 Window is used for \_\_\_\_\_ windows.

- (a) Creating
- (b) Handling
- (c) Modifying
- (d) Both (a) and (b)

Q.51 The \_\_\_\_\_ interface is used to handle the menu events.

- (a) ContainerListener
- (b) FocusListener
- (c) ActionListener
- (d) WindowListner

Q.52 The constructor that is defined by the Text Event class is:

- (a) TextEvenet(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)

Q.53 The name of the event classes are:

- (a) ActionEvent, ComponentEvent
- (b) ContainerEvent, FocusEvent
- (c) ItemEvevt, KeyEvent
- (d) All of these

Q.54 Java packages such as \_\_\_\_\_ support the Event handling mechanism.

- (a) Java.util
- (b) Java.awt
- (c) Java.awt.event
- (d) All of these

Q. 55 An event is generated when the internal state of the event source is \_\_\_\_\_

- (a) Not changed
- (b) Changed
- (c) Either changed or not
- (d) None of these.

Q. 56 The \_\_\_\_\_ interface handles list events:

- (a) ContainerListener
- (b) ItemListener
- (c) FocusListener
- (d) ActionListener

Q. 57 Which of the following are true?

- (a) The event-inheritance model has replaced the event-delegation model.
- (b) The event-inheritance model is more efficient than the event-delegation model.
- (c) The Event Delegation Model uses event listeners to define the methods of event Handling classes
- (d) The event delegation model uses handleEvent() method to support event handling.

Q. 58 Which of the following is the highest class in the event- delegation model ?

- (a) java.util.EventListener
- (b) java.util.EventObject
- (c) java.awt.A WTEvent
- (d) java.awt.event.A WTEvent

Q. 59 When two or more objects are added as. listeners for the same event, which listener is first invoked to handle the event?

- (a) The first object that was added as listener.
- (b) The last object that was added as listener.
- (c) There is no way to determine which listener will be invoked first.
- (d) It is impossible to have more than one listener for a given event.

Q. 60 Which of the following are true?

- (a) A TextField object may generate an ActionEvent.
- (b) A Button object may generate an ActionEvent.
- (c) A MenuItem object may generate an ActionEvent.
- (d) All of above

Q. 61 Which of the following are true?

- (a) The MouseListener interface defines methods for handling mouse clicks.
- (b) The MouseMotionListener interface defines methods for handling mouse clicks.
- (c) The ActionListener interface defines methods for handling the clicking of a button.
- (d) Option (a) and (c)

Q. 62 Suppose that you want to have an object "eh" to handle the TextEvent of a TextArea object. How should you add eh as the event handler to it ?

- (a) t.addTextListener(eh); (b) eh.addTextListener(t);
- (c) addTextListener(eh.t); (d) addTextListener(t,eh);

Q. 63 What is the preferred way to handle an object's events in Java 2?

- (a) Override the object's handleEvent( ) method.
- (b) Add one or more event listeners to handle the events.
- (c) Have the object override its processEvent() methods
- (d) Have the object override its dispatchEvent() methods.

Q. 64 Which of the following are true?

- (a) A component may handle its own events by adding itself as an event listener.
- (b) A component may handle its own events by overriding its event-dispatching method.
- (c) A component may not handle its own events.
- (d) Option (a) and (b)

Q. 65 The event delegation model, introduced in release 1.1 of the JDK, is fully compatible with the event model.

(a) True (b) False

Q. 66 A component subclass that has executed `enableEvents()` to enable processing of a certain kind of event cannot also use an adapter as a listener for the same kind of event.

(a) True (b) False