

NADAR SARASWATHI COLLEGE OF ENGINEERING AND TECHNOLOGY, THENI.

Course/Branch : BE /CSE	Year / Semester : II\III	Format No.	NAC/TLP-07a.13
Subject Code :CS8392	Subject Name :OBJECT ORIENTED PROGRAMMING	Rev. No.	02
Unit No : 5	Unit Name : EVENT DRIVEN PROGRAMMING	Date	30.09.2020

OBJECTIVE TYPE QUESTION BANK

S. No.	Objective Questions (MCQ /True or False / Fill up with Choices)
1	The Graphics class is the_____for all graphics contexts. a) Main class b) Abstract super class c) Super class d) Object class
2	The Graphics class is resides in_____ a) java.util b) java.lang c) java.applet d) java.awt
3	Syntax to create new Graphics object is create() a) True b) False
4	Which method is not part of the Graphics() class a) clearRect(int x, int y, int width, int height) b) dispose() c) drawLine(int x1, int y1, int x2, int y2) d) All of the above
5	Graphics it is the top level abstract class for all graphics contexts. a) True b) False
6	Correct declaration of -drawPolygon method is_____ a) drawPolygon(Polygon p) b) drawPolygon() c) drawpolygon(Polygon p) d) None of the above
7	The dispose() is used for the disposes of this graphics context and releases any system resources that it is using. a) True b) False
8	Where are the following four methods commonly used? a) public void add(Component c) b) public void setSize(int width,int height) c) public void setLayout(LayoutManager m) d) public void setVisible(boolean)

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9	<p>These two ways are used to create a Frame</p> <p>By creating the object of Frame class (association)</p> <p>By extending Frame class (inheritance)</p> <p>a) True b) False</p>
10	<p>AWT stands for?</p> <p>a) Applet Windowing Toolkit</p> <p>b) Abstract Windowing Toolkit</p> <p>c) Absolute Windowing Toolkit</p> <p>d) None of the above</p>
11	<p>Which following method is used to set the graphics current color to the specified color in the graphics class?</p> <p>a) public abstract void setFont(Font font)</p> <p>b) public abstract void setColor(Color c)</p> <p>c) public abstract void drawString(String str, int x, int y)</p> <p>d) None of the above</p>
12	<p>Which following class is provides many methods for graphics programming?</p> <p>a) java.awt</p> <p>b) java.Graphics</p> <p>c) java.awt.Graphics</p> <p>d) None of the above</p>
13	<p>Which of these functions is called to display the output of an applet?</p> <p>a) display()</p> <p>b) paint()</p> <p>c) displayApplet()</p> <p>d) PrintApplet()</p>
14	<p>Which of these methods can be used to output a string in an applet?</p> <p>a) display()</p> <p>b) print()</p> <p>c) drawString()</p> <p>d) transient()</p>
15	<p>Which of these methods is a part of Abstract Window Toolkit (AWT) ?</p> <p>a) display()</p> <p>b) paint()</p> <p>c) drawString()</p> <p>d) transient()</p>
16	<p>Which of these modifiers can be used for a variable so that it can be accessed from any thread or parts of a program?</p> <p>a) transient</p> <p>b) volatile</p> <p>c) global</p>

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	d) No modifier is needed
17	<p>Which of these operators can be used to get run time information about an object?</p> <p>a) getInfo b) Info c) instanceof d) getinfoof</p>
18	<p>What is the Message is displayed in the applet made by the following Java program?</p> <pre style="background-color: #f0f0f0; padding: 10px;"> 1. import java.awt.*; 2. import java.applet.*; 3. public class myapplet extends Applet 4. { 5. public void paint(Graphics g) 6. { 7. g.drawString("A Simple Applet", 20, 20); 8. } 9. }</pre> <p>a) A Simple Applet b) A Simple Applet 20 20 c) Compilation Error d) Runtime Error</p>
19	<p>What is the length of the application box made by the following Java program?</p> <pre style="background-color: #f0f0f0; padding: 10px;"> 1. import java.awt.*; 2. import java.applet.*; 3. public class myapplet extends Applet 4. { 5. public void paint(Graphics g) 6. { 7. g.drawString("A Simple Applet", 20, 20); 8. } 9. }</pre> <p>a) 20 b) 50 c) 100 d) System dependent</p>
20	<p>What is the length of the application box made the following Java program?</p> <pre style="background-color: #f0f0f0; padding: 10px;"> 1. import java.awt.*; 2. import java.applet.*; 3. public class myapplet extends Applet 4. { 5. Graphic g; 6. g.drawString("A Simple Applet", 20, 20); 7. }</pre> <p>a) 20 b) Default value c) Compilation Error</p>

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	d) Runtime Error
21	Which of these packages contains all the classes and methods required for even handling in Java? a) java.applet b) java.awt c) java.event d) java.awt.event
22	What is an event in 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 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
22	Which of these methods are used to register a keyboard event listener? a) KeyListener() b) addKistener() c) addKeyListener() d) eventKeyListener()
23	Which of these methods are used to register a mouse motion listener? a) addMouse() b) addMouseListener() c) addMouseMotionListner() d) eventMouseMotionListener()
24	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
25	Event class is defined in which of these libraries? a) java.io b) java.lang c) java.net d) java.util
26	Which of these methods can be used to determine the type of event? a) getID() b) getSource() c) getEvent() d) getEventObject()
27	Which of these class is super class of all the events? a) EventObject b) EventClass c) ActionEvent d) ItemEvent
28	Which of these events will be notified if scroll bar is manipulated? a) ActionEvent b) ComponentEvent

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	<p>c) AdjustmentEvent d) WindowEvent</p>
29	<p>Which of these events will be generated if we close an applet's window? a) ActionEvent b) ComponentEvent c) AdjustmentEvent d) WindowEvent</p>
30	<p>Which of these events is generated when a button is pressed? a) ActionEvent b) KeyEvent c) WindowEvent d) AdjustmentEvent</p>
31	<p>Which of these methods can be used to obtain the command name for invoking ActionEvent object? a) getCommand() b) getActionCommand() c) getActionEvent() d) getActionEventCommand()</p>
32	<p>Which of these are integer constants defined in ActionEvent class? a) ALT_MASK b) CTRL_MASK c) SHIFT_MASK d) All of the mentioned</p>
33	<p>Which of these methods can be used to know which key is pressed? a) getKey() b) getModifier() c) getActionKey() d) getActionEvent()</p>
34	<p>Which of these events is generated by scroll bar? a) ActionEvent b) KeyEvent c) WindowEvent d) AdjustmentEvent</p>
35	<p>Which of these methods can be used to determine the type of adjustment event? a) getType() b) getEventType() c) getAdjustmentType() d) getEventObjectType()</p>
36	<p>Which of these methods can be used to know the degree of adjustment made by the user? a) getValue() b) getAdjustmentType() c) getAdjustmentValue() d) getAdjustmentAmount()</p>
37	<p>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</p>

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	b) BLOCK_INCREMENT c) UNIT_DECREMENT d) UNIT_INCREMENT
38	Which of these events is generated when the size of an event is changed? a) ComponentEvent b) ContainerEvent c) FocusEvent d) InputEvent
39	Which of these events is generated when the component is added or removed? a) ComponentEvent b) ContainerEvent c) FocusEvent d) InputEvent
40	Which of these methods can be used to obtain the reference to the container that generated a ContainerEvent? a) getContainer() b) getContainerCommand() c) getActionEvent() d) getContainerEvent()
41	Which of these methods can be used to get reference to a component that was removed from a container? a) getComponent() b) getChild() c) getContainerComponent() d) getComponentChild()
42	Which of these are integer constants of ComponentEvent class? a) COMPONENT_HIDDEN b) COMPONENT_MOVED c) COMPONENT_RESIZE d) All of the mentioned
43	Which of these events is generated when computer gains or loses input focus? a) ComponentEvent b) ContainerEvent c) FocusEvent d) InputEvent
44	FocusEvent is subclass of which of these classes? a) ComponentEvent b) ContainerEvent c) ItemEvent d) InputEvent
45	Which of these methods can be used to know the type of focus change? a) typeFocus() b) typeEventFocus() c) isTemporary() d) isPermanent()

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46	Which of these is superclass of ContainerEvent class? a) WindowEvent b) ComponentEvent c) ItemEvent d) InputEvent
47	Which of these events is generated when the window is closed? a) TextEvent b) MouseEvent c) FocusEvent d) WindowEvent
48	Which of these methods can be used to obtain the coordinates of a mouse? a) getPoint() b) getCoordinates() c) getMouseXY() d) getMouseCordinates()
49	Which of these methods can be used to change location of an event? a) ChangePoint() b) TranslatePoint() c) ChangeCordinates() d) TranslateCordinates()
50	Which of these methods is used to get x coordinate of the mouse? a) getX() b) getXCoordinate() c) getCoordinateX() d) getPointX()
51	Which of these is superclass of WindowEvent class? a) WindowEvent b) ComponentEvent c) ItemEvent d) InputEvent
52	Which of these interfaces handles the event when a component is added to a container? a) ComponentListener b) ContainerListener c) FocusListener d) InputListener
53	Which of these interfaces define a method actionPerformed()? a) ComponentListener b) ContainerListener c) ActionListener d) InputListener
54	Which of these methods will respond when you click any button by mouse? a) mouseClicked() b) mouseEntered() c) mousePressed() d) all of the mentioned
55	Which of these methods is defined in MouseMotionAdapter class?

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