NADAR SARASWATHI COLLEGE OF ENGINEERING AND TECHNOLOGY, THENI.

Course/Branch : B.E / EEE	Year / Semester :III / V	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)	BTL

1	**Where are the following four methods commonly used?**
	1) public void add(Component c)
	2) public void setSize(int width,int height)
	3) public void setLayout(LayoutManager m)
	4) public void setVisible(boolean)
	  A. Graphics class
	  B. Component class
	  C. Both A & B
	  D. None of the above
		L2

2	**Which is the container that doesn't contain title bar and MenuBars but it can have other components like button, textfield etc?**
	  A. Window
	  B. Frame
	  C. Panel
	  D. Container
		L2

3	**Give the abbreviation of AWT?**
	  A. Applet Windowing Toolkit
	  B. Abstract Windowing Toolkit
	  C. Absolute Windowing Toolkit
	  D. None of the above
		L1

4	**Which method is used to set the graphics current color to the specified color in the graphics class?**
	  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
		L2

5	**Which object can be constructed to show any number of choices in the visible window?**
	  A. Labels
	  B. Choice
	  C. List
	  D. Checkbox
		L1

6	**Which is used to store data and partial results, as well as to perform dynamic linking, return values for methods, and dispatch exceptions?**
	  A. Window
	  B. Panel
	  C. Frame
	  D. Container
		L1

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7	**Which class is used for this Processing Method processActionEvent( )?** **A. Button,List,MenuItem** B. Button,Checkbox,Choice C. Scrollbar,Component,Button D. None of the above	L3
8	**Which method can set or change the text in a Label?** **A. setText()** B. getText() C. All the above D. None of the above	L2
9	**How many types of controls does AWT support?** **A. 7** B. 6 C. 5 D. 8	L1
10	**Which package provides many event classes and Listener interfaces for event handling?** A. java.awt B. java.awt.Graphics **C. java.awt.event** D. None of the above	L2
11	**Where can the event handling code be written?** A. Same class B. Other class C. Anonymous class **D. All mentioned above**	L1
12	**AWT is used for GUI programming in java** **A. True** B. False	L2
13	**The Following steps are required to perform** **1) Implement the Listener interface and overrides its methods** **2) Register the component with the Listener** A. Exception Handling B. String Handling **C. Event Handling** D. None of the above	L1
14	**In Graphics class which method is used to draws a rectangle with the specified width and height?** **A. public void drawRect(int x, int y, int width, int height)**	L2

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	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)	
15	**Which is used to store data and partial results, as well as to perform dynamic linking, return values for methods, and dispatch exceptions?** A. Window B. Panel **C. Frame** D. Container	L2
16	**The Graphics class is the_____for all graphics contexts.** A. Main class **B.Abstract super class** C.Super class D.Object class	L1
17	**Correct declaration of -drawPolygon method is____** **A.drawPolygon(Polygon p)** B.drawPolygon() C.drawpolygon(Polygon) D.None of the above	L2
18	**Which of these events is generated when the size of an event is changed?** **A.ComponentEvent** B.ContainerEvent C.FocusEvent D.InputEvent	L2
19	**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()	L1
20	**Which of these methods can be used to know the type of focus change?** A. typeFocus() B. typeEventFocus() **C. isTemporary()** D. isPermanent()	L3
21	**Which of these class is super class of all the events?** **A.EventObject** B. EventClass	L2

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	C. ActionEvent D. ItemEvent	
22	**Which of these methods can be used to obtain the coordinates of a mouse?** **A. getPoint()** B. getCoordinates() C. getMouseXY() D. getMouseCordinates()	L3
23	**Which of these methods can be used to change location of an event?** A. ChangePoint() **B. TranslatePoint()** C. ChangeCordinates() D. TranslateCordinates()	L2
24	**Which of these are integer constants of TextEvent class?** A. TEXT_CHANGED B. TEXT_FORMAT_CHANGED **C. TEXT_VALUE_CHANGED** D. TEXT_sIZE_CHANGED	L2
25	**Which of these methods is used to obtain the object that generated a WindowEvent?** A. getMethod() **B. getWindow()** C. getWindowEvent() D. getWindowObject()	L1
26	**MouseEvent is subclass of which of these classes?** A. ComponentEvent B. ContainerEvent C. ItemEvent **D. InputEvent**	L1
27	**Which of these methods is used to get x coordinate of the mouse?** **A. getX()** B. getXCoordinate() C. getCoordinateX() D. getPointX()	L3
28	**Which of these are constants defined in WindowEvent class?** A. WINDOW_ACTIVATED B. WINDOW_CLOSED C. WINDOW_DEICONIFIED **D. All of the mentioned**	L2

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29	**Which of these is superclass of WindowEvent class?** A. WindowEvent **B. ComponentEvent** C. ItemEvent D. InputEvent	L3
30	**Which of these is a superclass of all Adapter classes?** **A. Applet** B. ComponentEvent C. Event D. InputEvent	L1
31	**Which method is used to make rounded rectangle?** **A. setArcWidth()** B. setRoundedCorner() C. setHeight() D. setWidth()	L2
32	**The following** **a) It is lightweight.** **b) It supports pluggable look and feel.** **c) It follows MVC (Model View Controller) architecture** **are the advantages of _____ .** **A. Swing** B. AWT C. Both A & B D. None of the above	L2
33	**The ActionListener interface is not used for handling action events.** A. True **B. False**	L3
34	**Which are passive controls that do not support any interaction with the user?** A. Choice B. List **C. Labels** D. Checkbox	L2
35	**AWT is used for GUI programming in java** **A. True** B. False	L1