

Book Big Java, Early Objects
Edition 6
Title Using Objects

1. The "building blocks" that Java programmers use to write computer programs are called _____.

- A. windows
- B. objects Answer
- C. internal data
- D. entities

Section Ref Section 2.1 Objects and Classes
Title The "building blocks" that Java programmers use to write computer programs are called _____.
Difficulty Easy
id testbank-bj-6-ch02-01

2. A method is a sequence of _____ that accesses the data of an object?

- A. data
- B. objects
- C. instructions Answer
- D. streams

Section Ref Section 2.1 Objects and Classes
Title A method is a sequence of _____ that accesses the data of an object?
Difficulty Easy
id testbank-bj-6-ch02-02

3. In Java, objects within the same class share common _____ ?

- A. behavior Answer
- B. data
- C. instructions
- D. comments

Section Ref Section 2.1 Objects and Classes
Title In Java, objects within the same class share common _____ ?
Difficulty Easy
id testbank-bj-6-ch02-03

4. You can invoke the `println` and `print` methods on which object?

- A. the `HelloWorld` object
- B. the `String` class
- C. any `PrintStream` object Answer
- D. any object in Java

Section Ref Section 2.1 Objects and Classes
Title You can invoke the `println` and `print` methods on which object?
Difficulty Medium
id testbank-bj-6-ch02-04

5. What is a storage location in the computer's memory called that has a type, name, and contents?

Section Ref Section 2.2 Variables
Title By convention among Java programmers, variables begin with a(n) _____.
Difficulty Easy
id testbank-bj-6-ch02-09

10. By convention among Java programmers, class names begin with a(n) _____.

- A. lowercase letter
- B. dollar sign
- C. digit
- D. uppercase letter Answer

Section Ref Section 2.2 Variables
Title By convention among Java programmers, class names begin with a(n) _____.
Difficulty Easy
id testbank-bj-6-ch02-10

11. Which of the following is the best choice for a variable identifier that will store a name?

- A. `name` Answer
- B. `Name`
- C. `n`
- D. `nm`

Section Ref Section 2.2 Variables
Title Which of the following is the best choice for a variable identifier that will store a name?
Difficulty Easy
id testbank-bj-6-ch02-11

12. In Java, a(n) _____ specifies the kind of values that can be stored in a variable.

- A. literal
- B. class
- C. operator
- D. type Answer

Section Ref Section 2.2 Variables
Title In Java, a (an) _____ specifies the kind of operations that can be carried out with the values of a variable.
Difficulty Easy
id testbank-bj-6-ch02-12

13. What is the name of the type that denotes floating-point numbers that can have fractional parts?

- A. `double` Answer
- B. `floatingPoint`
- C. `int`
- D. `integer`

Section Ref Section 2.2 Variables
Title What is the name of the type that denotes floating-point numbers...
Difficulty Easy
id testbank-bj-6-ch02-13

14. What is the name of the type that denotes whole numbers?

- A. `double`
- B. `int` Answer
- C. `whole`
- D. `integer`

Section Ref Section 2.2 Variables
Title What is the name of the type that denotes whole numbers?
Difficulty Easy
id testbank-bj-6-ch02-14

15. What is the name of the type that denotes a string of characters?

- A. `Characters`
- B. `char`
- C. `charString`
- D. `String` Answer

Section Ref Section 2.2 Variables
Title What is the name of the type that denotes a string of characters?
Difficulty Easy
id testbank-bj-6-ch02-15

16. Which of the following declares a variable that will store a welcome message?

- A. `String welcome;` Answer
- B. `double welcome;`
- C. `Char welcome;`
- D. `int welcome;`

Section Ref Section 2.2 Variables
Title Which of the following declares a variable that will store a welcome message?
Difficulty Easy
id testbank-bj-6-ch02-16

17. Which of the following declares a variable that will store a measurement with fractional parts?

- A. `int measure;`
- B. `double measure;` Answer
- C. `String measure;`
- D. `integer measure;`

Section Ref Section 2.2 Variables
Title Which of the following declares a variable that will store a measurement with fractional parts?
Difficulty Easy
id testbank-bj-6-ch02-17

18. Which of the following declares a variable that will store a count with an integer value?

- A. `integer count;`
- B. `double count;`
- C. `String count;`
- D. `int count;` Answer

Section Ref Section 2.2 Variables

Title Which of the following declares a variable that will store a count with an integer value?
Difficulty Easy
id testbank-bj-6-ch02-18

19. In Java, a comment on a line begins with which characters?

- A. "
- B. // Answer
- C. ()
- D. " "

Title In Java, a comment on a line begins with which characters?
Section reference 2.2 Variables
Difficulty Easy
id testbank-bj-6-ch02-19

20. What term is used to refer to text in a program that is an explanation for human readers of the code?

- A. methods
- B. comments Answer
- C. constants
- D. [* and *]

Section Ref Section 2.2 Variables
Title What term is used to refer to text in a program that is an explanation for human readers of the code?
Difficulty Easy
id testbank-bj-6-ch02-20

21. The Java compiler ignores any text between ____.

- A. (* and *)
- B. /* and */ Answer
- C. {* and *}
- D. // and //

Section Ref Section 2.2 Variables
Title The Java compiler ignores any text between ____.
Difficulty Easy
id testbank-bj-6-ch02-21

22. What is the name of the = operator in Java?

- A. inequality
- B. assignment Answer
- C. identity
- D. equality

Section Ref Section 2.2 Variables
Title What is the name of the = operator in Java?
Difficulty Easy
id testbank-bj-6-ch02-22

23. What is the purpose of the assignment operator?

- A. to check for inequality
- B. to check for identity
- C. to check for equality
- D. to change the value of a variable Answer

Section Ref Section 2.2 Variables
Title What is the purpose of the assignment operator?
Difficulty Easy
id testbank-bj-6-ch02-23

24. Which statement stores an integer value in a variable?

- A. `count = 5;` Answer
- B. `count = 5.0;`
- C. `count == 5;`
- D. `count != 5;`

Section Ref Section 2.2 Variables
Title Which statement stores an integer value in a variable?
Difficulty Easy
id testbank-bj-6-ch02-24

25. Which statement declares and stores an integer value in a variable?

- A. `count = 5;`
- B. `int count = 5;` Answer
- C. `integer count = 5;`
- D. `String count = 5;`

Section Ref Section 2.2 Variables
Title Which statement declares and stores an integer value in a variable?
Difficulty Easy
id testbank-bj-6-ch02-25

26. Assuming that the variable `count` has been declared as type `int`, which statement changes the value of `count`?

- A. `count = 6;` Answer
- B. `count == 6;`
- C. `integer count = 6;`
- D. `count = 6.0;`

Section Ref Section 2.2 Variables
Title Which statement changes the value of the variable `count`?
Difficulty Easy
id testbank-bj-6-ch02-26

27. Assume that the variable `count` has been declared as type `int`. Which statement adds 10 to `count`?

- A. `count = 10;`
- B. `count == count + 10;`
- C. `count = count + 10;` Answer
- D. `count + 10;`

Section Ref	Section 2.2 Variables
Title	Which statement adds 10 to the original value of count?
Difficulty	Easy
id	testbank-bj-6-ch02-27

28. Which of the following code fragments will cause an error?

- A. `String greeting = "Hello, Dave!";`
- B. `String greeting = "Hello, World!";`
`int n = greeting.length();`
- C. `int luckyNumber;`
`System.out.println(luckyNumber);`

Answer

- D. `PrintStream printer = System.out;`

Section Ref	Section 2.3 Calling Methods
Title	Which code fragment will cause an error?
Difficulty	Medium
id	testbank-bj-6-ch02-28

29. What is an object?

- A. A sequence of instructions.
- B. Any value stored in a variable.
- C. An entity in your program that is manipulated by calling methods. Answer
- D. Any input to a method.

Section Ref	Section 2.3 Calling Methods
Title	What is an object?
Difficulty	Easy
id	testbank-bj-6-ch02-29

30. The type of an object is given by its _____ ?

- A. variable
- B. method
- C. reference
- D. class Answer

Section Ref	Section 2.3 Calling Methods
Title	What is the type of an object?
Difficulty	Easy
id	testbank-bj-6-ch02-30

31. "System.out" is an example of which class?

- A. `String`
- B. `Println`
- C. `System`
- D. `PrintStream` Answer

Section Ref	Section 2.3 Calling Methods
Title	The System.out object belongs to which class?

Difficulty Easy
id testbank-bj-6-ch02-31

32. Which of the following statements about objects is correct?

- A. An object defines the methods for a class.
- B. Every object belongs to a class. Answer
- C. An object is a sequence of instructions.
- D. All entities, even numbers, are objects.

Section Ref Section 2.3 Calling Methods
Title Which of the following statements about objects is correct?
Difficulty Easy
id testbank-bj-6-ch02-32

33. Which of the following statements about methods is correct?

- A. A method is a sequence of instructions that could access the data of an object Answer
- B. A method name is unique across the entire program.
- C. A method can be called on any object in any class.
- D. Methods are stored in variables.

Section Ref : Section 2.3 Calling Methods
Title Which of the following statements about methods is correct?
Difficulty Easy
id testbank-bj-6-ch02-33

34. Which of the following statements about classes is correct?

- A. By convention, class names begin with a lowercase letter.
- B. A class declares the methods that you can apply to its objects. Answer
- C. All entities, even primitive numbers, are classes.
- D. A class is a sequence of instructions that accesses the data of an object.

Section Ref : Section 2.3 Calling Methods
Title Which of the following statements about classes is correct?
Difficulty Easy
id testbank-bj-6-ch02-34

35. Which is not a method of the `String` class?

- A. `length`
- B. `toUpperCase`
- C. `toLowerCase`
- D. `println` Answer

Section Ref : Section 2.3 Calling Methods
Title Which is not a method of the String class?
Difficulty Easy
id testbank-bj-6-ch02-35

36. If `greeting` is a `String` object, which method call is incorrect?

- A. `greeting.length()`
- B. `greeting.toLowerCase()`

- C. `greeting.toUpperCase()`
- D. `greeting.println()` Answer

Section Ref Section 2.3 Calling Methods
Title Which method call is incorrect?
Difficulty Medium
id testbank-bj-6-ch02-36

37. What is the term used to specify the collection of things you can do with objects that belong to a class?

- A. private interface
- B. public interface Answer
- C. private implementation
- D. hidden implementation

Section Ref Section 2.3 Calling Methods
Title What is the term used to specify the collection of things you can do with objects that belong to a class?
Difficulty Easy
id testbank-bj-6-ch02-37

38. A method name is _____ if a class has more than one method with that name (but different parameter types).

- A. overridden
- B. overimplemented
- C. overwhelmed
- D. overloaded Answer

Section Ref Section 2.3 Calling Methods
Title A method name is _____ if a class has more than one method with that name (but different parameter types).
Difficulty Easy
id testbank-bj-6-ch02-38

39. The input to a method is called a(n) _____.

- A. overloaded
- B. argument Answer
- C. interface
- D. procedure

Section Ref Section 2.3 Calling Methods
Title The input to a method is called a(n) _____.
Difficulty Easy
id testbank-bj-6-ch02-39

40. Which statement about methods is true?

- A. A method must return a value
- B. The return value of a method must be stored in a variable
- C. Some methods carry out an action; others return a value Answer
- D. All methods require multiple arguments

Section Ref Section 2.3 Calling Methods

Title Which statement about methods is true?
Difficulty Easy
id testbank-bj-6-ch02-40

41. Input to a method, enclosed in parentheses after the method name, is known as _____.

- A. implicit parameters
- B. interfaces
- C. arguments Answer
- D. return values

Section Ref Section 2.3 Calling Methods
Title Input to a method, enclosed in parentheses after the method name, is known as _____.
Difficulty Easy
id testbank-bj-6-ch02-41

42. Which method call represents the invocation of a method that does not have arguments?

- A. `greeting.replace("Hello", "Welcome");`
- B. `greeting.length`
- C. `greeting.length()` Answer
- D. `System.out.println(greeting);`

Section Ref Section 2.3 Calling Methods
Title Which method call represents the invocation of a method that does not have arguments?
Difficulty Easy
id testbank-bj-6-ch02-42

43. The value calculated by a method is called its _____ value.

- A. implicit
- B. explicit
- C. argument
- D. return Answer

Section Ref Section 2.3 Calling Methods
Title The value calculated by a method is called its _____ value.
Difficulty Easy
id testbank-bj-6-ch02-43

44. Which of the following statements about methods is correct?

- A. A method can have only one argument.
- B. The return value of a method can be used as an argument to another method. Answer
- C. Every method must have a return value.
- D. A method can have multiple arguments.

Section Ref Section 2.3 Calling Methods
Title Which of the following statements about methods is correct?
Difficulty Medium
id testbank-bj-6-ch02-44

45. Which of the following method calls illustrate using the return value of a method as an argument?

- A. `greeting.length();`
- B. `greeting.println("Hello");`
- C. `System.out.println(length.greeting());`
- D. `System.out.println(greeting.length());` Answer

Section Ref Section 2.3 Calling Methods
Title Which of the following method calls illustrate using the return value of a method as an argument?
Difficulty Medium
id testbank-bj-6-ch02-45

46. If `greeting` refers to a `String` object, which of the following is a syntactically correct Java statement?

- A. `System.out.println(length().greeting);`
- B. `System.out.println(greeting());`
- C. `System.out.println(greeting.length());` Answer
- D. `greeting.println("Hello");`

Section Ref Section 2.3 Calling Methods
Title Which of the following is a syntactically correct Java statement?
Difficulty Medium
id testbank-bj-6-ch02-46

47. What is the declared return type for a method that does not have a return value?

- A. `String`
- B. There is no declared return type when a method does not return a value.
- C. `void` Answer
- D. A method must return a value.

Section Ref Section 2.3 Calling Methods
Title What is the declared return type for a method that does not have a return value?
Difficulty Easy
id testbank-bj-6-ch02-47

48. Which of the following represents a method declaration with a `void` return type?

- A. `public void setValue(int value) { ... }` Answer
- B. `public void int getValue() { ... }`
- C. `void public setValue(int value) { ... }`
- D. `void int getValue() { ... }`

Section Ref Section 2.3 Calling Methods
Title Which of the following represents a method declaration with a `void` return type?
Difficulty Easy
id testbank-bj-6-ch02-48

49. Which of the following represents a method call to a method with a `void` return type?

- A. `greeting.toUpperCase()`
- B. `System.out.println()` Answer
- C. `greeting.replace("Hello", "World")`
- D. `greeting.length()`

Section Ref Section 2.3 Calling Methods

Title Which of the following represents a method call to a method with a void return type?
Difficulty Easy
id testbank-bj-6-ch02-49

50. Which operator constructs object instances?

- A. `new` Answer
- B. `instanceof`
- C. `void`
- D. `construct`

Section Ref Section 2.4 Constructing Objects
Title Which operator constructs object instances?
Difficulty Easy
id testbank-bj-6-ch02-50

51. Which of the following constructs a `Circle` of radius 3, assuming the construction parameter is the radius value?

- A. `Circle(3).new`
- B. `new Circle(3)` Answer
- C. `new.Circle(3)`
- D. `Circle(3)`

Section Ref Section 2.4 Constructing Objects
Title Which of the following constructs a Circle of radius 3?
Difficulty Easy
id testbank-bj-6-ch02-51

52. Which statement declares a variable that references a `Circle` of radius 3, assuming the construction parameter is the radius value?

- A. `Circle c = Circle(3)`
- B. `Circle c = new Circle(3);` Answer
- C. `Circle c.new.Circle(3);`
- D. `c.Circle(3);`

Section Ref Section 2.4 Constructing Objects
Title Which statement declares a variable that references a Circle of radius 3, assuming the construction parameter is the radius value?
Difficulty Easy
id testbank-bj-6-ch02-52

53. Which statement calls a constructor with no construction arguments?

- A. `Circle c = new Circle();` Answer
- B. A call to a constructor must have construction arguments.
- C. `Circle c = new Circle;`
- D. `Circle c = Circle()`

Section Ref Section 2.4 Constructing Objects
Title Which statement calls a constructor with no construction arguments?
Difficulty Easy
id testbank-bj-6-ch02-53

54. What terminology describes a method that returns information about an object and does not change the object's internal data?

- A. mutator
- B. accessor Answer
- C. void
- D. public

Section Ref Section 2.5 Accessor and Mutator Methods
Title What terminology describes a method that returns information about an object and does not change the object's internal data?
Difficulty Easy
id testbank-bj-6-ch02-54

55. What terminology describes a method of an object that modifies that object's internal data?

- A. public
- B. void
- C. mutator Answer
- D. accessor

Section Ref Section 2.5 Accessor and Mutator Methods
Title What terminology describes a method of an object that modifies that object's internal data?
Difficulty Easy
id testbank-bj-6-ch02-55

56. Which of the following is a mutator method for the `Rectangle` class?

- A. `getHeight`
- B. `translate` Answer
- C. `getWidth`
- D. `isEmpty`

Section Ref Section 2.5 Accessor and Mutator Methods
Title Which of the following is a mutator method?
Difficulty Easy
id testbank-bj-6-ch02-56

57. What does API stand for?

- A. Applet Programming Interface
- B. Application Programmer Interaction
- C. Application Programming Instance
- D. Application Programming Interface Answer

Section Ref Section 2.6 The API Documentation
Title What does API stand for?
Difficulty Easy
id testbank-bj-6-ch02-57

58. A(n) _____ is a collection of classes with a related purpose.

- A. package Answer
- B. import

- C. method
- D. collection

Section Ref Section 2.6 The API Documentation
Title What is a collection of classes with a related purpose?
Difficulty Easy
id testbank-bj-6-ch02-58

59. To use a class in another package you need to _____ it.

- A. export
- B. overload
- C. rewrite
- D. import Answer

Section Ref Section 2.6 The API Documentation
Title To use a class in another package you need to _____ it.
Difficulty Easy
id testbank-bj-6-ch02-59

60. Which package is automatically imported in any Java program?

- A. `java.system`
- B. `java.lang` Answer
- C. `java.language`
- D. `java.util`

Section Ref Section 2.6 The API Documentation
Title Which package is automatically imported in any Java program?
Difficulty Medium
id testbank-bj-6-ch02-60

61. Which class is part of the `java.lang` package?

- A. `Rectangle`
- B. `PrintStream`
- C. `String` Answer
- D. `Circle`

Section Ref Section 2.6 The API Documentation
Title Which class is part of the `java.lang` package?
Difficulty Medium
id testbank-bj-6-ch02-61

62. Which import statement allows for the use of the `Rectangle` class?

- A. `import java.geom.Rectangle2D;`
- B. `import java.geom.Rectangle;`
- C. `import java.geom.RectangularShape;`
- D. `import java.awt.Rectangle;` Answer

Section Ref Section 2.6 The API Documentation
Title Which import statement allows for the use of the `Rectangle` class?
Difficulty Medium
id testbank-bj-6-ch02-62

63. Which method could you use to obtain the string "1234567890" from the string "123-456-7890"?

- A. isEmpty
- B. replace Answer
- C. trim
- D. length

Section Ref Section 2.6 The API Documentation
Title Find a method in the API documentation for the String class.
Difficulty Medium
id testbank-bj-6-ch02-63

64. Which of the following statements about test programs is true?

- A. Test programs verify that methods have been implemented correctly. Answer
- B. A tester class does not contain the main method.
- C. You do not have to display the expected results.
- D. Writing test programs is not an important skill.

Section Ref Section 2.7 Implementing a Test Program
Title Which of the following statements about test programs is true?
Difficulty Easy
id testbank-bj-6-ch02-64

65. What is the purpose of a test program?

- A. The test program confirms that the Java compiler is correct.
- B. The test program verifies that methods have been implemented correctly. Answer
- C. The test program checks the syntax of each object's methods.
- D. The test program enforces that the types between arguments match correctly.

Section Ref Section 2.7 Implementing a Test Program
Title What is the purpose of a test program?
Difficulty Easy
id testbank-bj-6-ch02-65

66. Which of the following terms denotes the memory location of an object?

- A. implicit parameter
- B. mutator method
- C. encapsulation
- D. object reference Answer

Section Ref Section 2.8 Object References
Title Which of the following terms denotes the memory location of an object?
Difficulty Easy
id testbank-bj-6-ch02-66

67. What do object variables store?

- A. objects
- B. classes
- C. object references Answer
- D. numbers

Section Ref	Section 2.8 Object References
Title	What do object variables store?
Difficulty	Easy
id	testbank-bj-6-ch02-67

68. Assuming the following Java statement:

```
Circle c1 = new Circle(3);
```

What does the variable `c1` store?

- A. The constructed `Circle` object itself.
- B. A reference to the `Circle` class.
- C. A reference to the memory location of the constructed `Circle` object. **Answer**
- D. The numeric value 3.

Section Ref	Section 2.8 Object References
Title	What does the variable <code>c1</code> of type <code>Circle</code> store?
Difficulty	Medium
id	testbank-bj-6-ch02-68

69. Assuming the following Java statement:

```
int num = 10;
```

What does the variable `num` store?

- A. A reference to the memory location where the value 10 is stored.
- B. A reference to the `int` primitive type.
- C. An object representing the number 10.
- D. The numeric value 10. **Answer**

Section Ref	Section 2.8 Object References
Title	What does the variable <code>num</code> of type <code>int</code> store?
Difficulty	Medium
id	testbank-bj-6-ch02-69

70. Assume the class `Circle` has an accessor called `getRadius` and a mutator called `setRadius`. What is the output of the following code?

```
Circle c1 = new Circle(3);
Circle c2 = c1;
c1.setRadius(4);
System.out.println(c2.getRadius());
```

- A. 4 **Answer**
- B. 3
- C. 6
- D. 8

Section Ref	Section 2.8 Object References
Title	What is the output of the following code?
Difficulty	Medium
id	testbank-bj-6-ch02-70

71. What is the output of the following code:

```
Circle c1 = new Circle(3);
Circle c2 = new Circle(3);
c1.setRadius(4);
System.out.println(c2.getRadius());
```

- A. 3 Answer
- B. 8
- C. 6
- D. 4

Section Ref	Section 2.8 Object References
Title	What is the output of the following code?
Difficulty	Medium
id	testbank-bj-6-ch02-71

72. What is the output of the following code:

```
int num1 = 6;
int num2 = num1;
num2 = num2 + 10;
System.out.println(num1);
```

- A. 6 Answer
- B. 10
- C. 4
- D. 16

Section Ref	Section 2.8 Object References
Title	What is the output of the following code?
Difficulty	Medium
id	testbank-bj-6-ch02-72

73. What is the output of the following code:

```
int num1 = 6;
int num2 = 10;
num1 = num2;
num2 = num1;
System.out.println(num1 + ", " + num2);
```

- A. 6, 10
- B. 10, 6
- C. 6, 6
- D. 10, 10 Answer

Section Ref	Section 2.8 Object References
Title	What is the output of the following code?
Difficulty	Medium
id	testbank-bj-6-ch02-73

74. What is the output of the following code:

```
int num1 = 6;
int num2 = 10;
num1 = num1 + num2;
num2 = num1 + num2;
System.out.println(num1 + ", " + num2);
```

- A. 6, 10
- B. 16, 16
- C. 16, 22
- D. 16, 26 Answer

Section Ref Section 2.8 Object References
Title What is the output of the following code?
Difficulty Medium
id testbank-bj-6-ch02-74

75. Complete this code fragment to ensure that the frame is shown:

```
JFrame frame = new JFrame();
```

- A. `frame.setVisible(true);` Answer
- B. `frame.visible = true;`
- C. `JFrame.setVisible();`
- D. `frame.setVisible();`

Section Ref Section 2.9 Graphical Applications
Title Complete code fragment to ensure that frame is shown.
Difficulty Medium
id testbank-bj-6-ch02-75

76. The `setVisible` method of the `JFrame` class returns what kind of argument?

- A. The `setVisible` method does not return a result. Answer
- B. The `setVisible` method returns an integer value.
- C. The `setVisible` method returns a `String` object.
- D. The `setVisible` method returns a `JFrame` object.

Section Ref Section 2.9 Graphical Applications
Title The `setVisible` method of the `JFrame` class returns what kind of argument?
Difficulty Medium
id testbank-bj-6-ch02-76

77. Based on the following code, which of the following statements sets the frame to a width of 400 and a height of 200:

```
final int FRAME_WIDTH = 400;
final int FRAME_HEIGHT = 200;
JFrame frame = new JFrame();
```

- A. `frame.size = (FRAME_WIDTH, FRAME_HEIGHT);`
- B. `frame.addSize(FRAME_WIDTH, FRAME_HEIGHT);`
- C. `frame.setSize(FRAME_WIDTH, FRAME_HEIGHT);` Answer
- D. `frame.setSize(FRAME_HEIGHT, FRAME_WIDTH);`

Section Ref Section 2.9 Graphical Applications
Title Write a statement to set the frame size.
Difficulty Easy
id testbank-bj-6-ch02-77

78. Based on the following statement, which of the following statements sets the title of the frame:

```
JFrame frame = new JFrame();
```

- A. `frame.title = "An Empty Frame";`
- B. `frame.setTitle(JFrame.EMPTY);`
- C. `frame.addTitle("An Empty Frame");`
- D. `frame.setTitle("An Empty Frame");` Answer

Section Ref Section 2.9 Graphical Applications
Title Which statement sets the frame title?
Difficulty Easy
id testbank-bj-6-ch02-78

79. What is the nickname for the graphical user interface library in Java?

- A. Applet
- B. GUI
- C. JComponent
- D. Swing Answer

Section Ref Section 2.9 Graphical Applications
Title What is the nickname for the GUI library in Java?
Difficulty Medium
id testbank-bj-6-ch02-79

80. Drawing instructions should be placed inside the ____ method, which is called whenever the component needs to be repainted.

- A. `paintComponent` Answer
- B. `draw`
- C. `paint`
- D. `drawComponent`

Section Ref Section 2.9 Graphical Applications
Title Drawing instructions should be placed inside the ____ method, which is called whenever the component needs to be repainted.
Difficulty Medium
id testbank-bj-6-ch02-80

81. Complete the following statement, which constructs an ellipse.

```
Ellipse2D.Double ellipse = new _____ (x, y, width, height);
```

- A. `Double.Ellipse2D`
- B. `Ellipse2D.Double` Answer
- C. `Ellipse2D`
- D. `Double`

Section Ref Section 2.10 Ellipses, Lines, Text, and Color
Title Complete the statement that constructs an ellipse.
Difficulty Easy
id testbank-bj-6-ch02-81

82. In the code below, write a statement that sets the graphic to green.

```
public class ItalianFlagComponent extends JComponent
{
    public void paintComponent(Graphics g)
```

```
{  
    Graphics2D g2 = (Graphics2D) g;  
    . . .  
    _____  
    . . .  
}
```

- A. `g2.setColor(GREEN);`
- B. `g2.SetColor(0, 255, 0);`
- C. `g2.setColor(Color.GREEN);` Answer
- D. `g2.setColor("GREEN");`

Section Ref	Section 2.10 Ellipses, Lines, Text, and Color
Title	Which call sets the graphics color to green?
Difficulty	Easy
id	testbank-bj-6-ch02-82