

10 Lecture - CS506

Important Mcqs

Absolutely, here are 10 multiple-choice questions (MCQs) about Graphical User Interfaces (GUIs), along with their solutions and multiple options:

****Question 1: What does GUI stand for?***

- a) General User Interface
- b) Graphical User Interaction
- c) Graphical User Interface
- d) General User Interaction

****Solution: c) Graphical User Interface****

****Question 2: What is the main purpose of a GUI in software applications?***

- a) To enhance server performance
- b) To provide graphical representation of data
- c) To improve backend functionality
- d) To enable user interaction and visual representation

****Solution: d) To enable user interaction and visual representation****

****Question 3: Which GUI component is used to allow users to input text in a single line?***

- a) Text Field
- b) Text Box
- c) Data Input Field
- d) Data Text Box

****Solution: a) Text Field****

****Question 4: Which term describes the ability of GUI components to automatically resize and reposition when a window is resized?*****

- a) Dynamic layout
- b) Auto-layout
- c) Responsive design
- d) Static layout

****Solution: c) Responsive design****

****Question 5: Which GUI component is used to display a list of options, allowing users to select one or more?*****

- a) Check Box
- b) Option Box
- c) List Box
- d) Radio Button

****Solution: c) List Box****

****Question 6: What does GUI event-driven programming mean?*****

- a) Programming for remote devices
- b) Programming for graphical elements only
- c) Programming that responds to user interactions
- d) Programming with a focus on animations

****Solution: c) Programming that responds to user interactions****

****Question 7: Which GUI component displays a pop-up window with a message to the user?*****

- a) Alert Box

- b) Popup Box
- c) Dialog Box
- d) Message Box

****Solution: d) Message Box****

****Question 8: Which GUI design principle suggests that frequently used actions should be easily accessible?***

- a) Consistency
- b) Feedback
- c) Accessibility
- d) Proximity

****Solution: d) Proximity****

****Question 9: Which GUI element typically represents a command or an action that a user can initiate?***

- a) Icon
- b) Button
- c) Menu
- d) Label

****Solution: b) Button****

****Question 10: What is the purpose of a layout manager in GUI design?***

- a) To manage user authentication
- b) To manage user data
- c) To manage graphical components' arrangement
- d) To manage network connections

****Solution: c) To manage graphical components' arrangement****