## 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

**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?**

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

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**