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