

18 Lecture - CS506

Important Mcqs

Certainly, here are 10 multiple-choice questions (MCQs) about Java Graphics along with their solutions and multiple options:

****Question 1: Which Java package is commonly used for graphics and GUI programming?***

- a) java.io
- b) java.util
- c) java.awt
- d) java.lang

****Solution: c) java.awt****

****Question 2: What class is used to create a graphical window in Java?***

- a) JFrame
- b) GraphicsWindow
- c) WindowFrame
- d) GraphFrame

****Solution: a) JFrame****

****Question 3: Which method is used to draw a rectangle using Java Graphics?***

- a) drawRect()
- b) drawRectangle()
- c) drawShape()
- d) drawSquare()

****Solution: a) drawRect()****

****Question 4: In Java Graphics, what is the purpose of the paintComponent() method?*****

- a) It initializes the graphics environment.
- b) It creates a new graphical window.
- c) It draws graphical elements on a component.
- d) It handles keyboard input for graphics.

****Solution: c) It draws graphical elements on a component.****

****Question 5: What does the setFont() method do in Java Graphics?*****

- a) Sets the window's background color.
- b) Sets the font style for text drawing.
- c) Changes the window's dimensions.
- d) Sets the foreground color for graphics.

****Solution: b) Sets the font style for text drawing.****

****Question 6: Which method is used to draw an oval in Java Graphics?*****

- a) drawEllipse()
- b) drawOval()
- c) drawCircle()
- d) drawRound()

****Solution: b) drawOval()****

****Question 7: Which Java class provides methods for drawing graphics primitives like lines and shapes?*****

- a) Graphics2D

- b) GraphicsShape
- c) ShapeDrawer
- d) GraphicsPrimitives

****Solution: a) Graphics2D****

****Question 8: What is the purpose of the repaint() method in Java Graphics?***

- a) Closes the graphical window.
- b) Resizes the graphical elements.
- c) Triggers a call to paintComponent() to update graphics.
- d) Changes the background color of the window.

****Solution: c) Triggers a call to paintComponent() to update graphics.****

****Question 9: Which method is used to draw text on the screen using Java Graphics?***

- a) drawString()
- b) printText()
- c) writeText()
- d) drawText()

****Solution: a) drawString()****

****Question 10: What is the purpose of the Graphics class in Java Graphics?***

- a) Handles user input events.
- b) Manages the layout of GUI components.
- c) Provides methods for drawing graphics.
- d) Executes multi-threaded operations.

****Solution: c) Provides methods for drawing graphics.****