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.