Applet Review Questions

1. Identify 3 types of widgets	JLabel, JButton, JTextfield
2. Define widget	A widget is a piece of a graphical user interface (GUI). It can be seen, typed in or clicked on.
3. Identify 2 accessors	getText getActionCommand
4. What 2 lines of code are needed to make a button clickable?	setActionCommand addActionListener
5. Name 3 basic applet methods.	Init ActionPerformed CreateImageIcon
6. Name the primary colours.	Red, Green, Blue
7. What are the 3 actions?	ActionPerformed ActionListener ActionCommand
8. Identify 8 mutators (Prompt with letters: A, B, E, 2Fs, I, P, T).	set**A**ctionCommand set**B**ackground set**E**nabled set**F**ont set**F**oreground set**I**con set**P**referredSize set**T**ext
10. How do you change the status bar?	showStatus
11. Which widgets need to be global?	If they change, they need to be global. Textfields need to be global. This is so they can be used in both init AND actionPerformed.
12. What is the keyword for mutators?	Set
13. What is the keyword for accessors?	Get
14. What is the keyword for construction?	New
15. What is declaration?	Making a variable. You set aside memory (RAM) and give it a name.
16. What is construction?	Setting up a widget's memory (RAM) so it is ready to use.
17. What is a mutator?	Code that changes a widget. It's memory (RAM) is changed.
18. What is an accessor?	Code that finds the value stored in a widget's memory (RAM).

19. RGB code for red	255, 0, 0
20. RGB code for blue	0, 0, 255
21. RGB code for green	0, 255, 0
22. RGB code for magenta	255, 0, 255
23. RGB code for yellow	255, 255, 0
24. RGB code for cyan	0, 255, 255
25. RGB code for black	0, 0, 0
26. RGB code for white	255, 255, 255
27. What colour is red+green?	Yellow
28. What colour is green+blue?	Cyan
29. What colour is blue+red?	Magenta
30. What does RGB stand for?	Red Green Blue
31. What does GUI stand for?	Graphic User Inter**face**
32. What does CLI stand for?	Command Line Inter**face**
33. Why is a GUI better than a CLI?	1) Widgets are easier to use. 2) You can use a mouse; improved input. 3) You can use colours and pictures; appeals to visual learners.
34. What is a library?	1) It is code that is imported into your program 2) They provide common functions (font, colour, widgets) for other programmers.
35. How many times is init called?	Once
36. When is init called?	At the start of the program
37. How many times is ActionPerformed called?	Many times; as many times as the button is clicked
38. When is actionPerformed called?	Whenever a button's actionListener calls it.
39. What are 5 lines of code used only in init and not in actionPerformed?	Add New setActionListener setPreferredSize resize
40. What are 5 lines of code used only in actionPerformed and not in init?	showStatus setText setIcon getText getActionCommand
41. What are 2 lines of code that can be used in either init or actionPerformed?	setBackground setForeground
42. What is init's purpose?	To set up the screen
43. What is actionPerformed's purpose?	To respond to the user's click.

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44. Which of the 3 actions is a string?	actionCommand
45. Which of the 3 actions is a method?	actionPerformed
46. Which of the 3 actions is code that watches a button?	actionListener
47. Which of the 3 actions calls actionPerformed?	actionListener
48. Which of the 3 actions give the actionCommand to actionPerformed?	actionListener
49. Which of the 3 actions does actionPerformed use to determine which operations to follow?	actionCommand
50. Which of the 3 actions is passed between the actionListener and the actionPerformed?	actionCommand
51. Which of the 3 actions is used to determine **which** button was pressed?	actionCommand
52. Which of the 3 actions determines **that** a button was pressed?	actionListener
53. Which of the 3 actions changes the screen?	actionPerformed
54. Which of the 3 actions is critical to make buttons operational?	All of them. They work together to process button clicks.
55. Name 3 ways to make applets more visually appealing.	Different fonts Add pictures Resize screen
56. Name 2 ways to provide clear instructions	Add titles Add prompts before textFields
57. Name 2 ways to restrict input	Use buttons instead of textfields, if possible. Disable buttons that shouldn't be clicked
58. Name 2 ways to arrange widgets correctly.	Put widgets in order needed. Put like widgets together.
59. Name 2 ways to handle errors	Use if statements to handle mistakes Have a reset Button
60. What is User Centric Design?	1) Building user interfaces that help people prevent mistakes. 2) This makes them safer AND easier to use. 3) We have empathy for our users; everyone has off days.

61. What shapes appear on screen flow diagrams?	Rounded rectangles. (that's it).
62. Do screen flow diagrams include formatting details about screens?	No
63. On screen flow diagrams, what goes on a screen?	A name. A screen number. Arrows going out. Buttons with names.
64. What is the purpose of a screen flow diagram?	1. To plan out the number screens. 2. To plan out how to navigate between the screens. 3. They are part of the design phase of the PDLC
65. Does every screen in a screen flow diagram need an arrow coming into it?	No. Screen 0 may have none.
66. What is the first screen in a screen flow diagram?	Screen 0.
67. Does every screen in a screen flow diagram need an error coming out of it?	No. It might be the last screen.
68. Does every screen on a screen flow diagram need a number?	Yes
69. Does every screen on a screen flow diagram need a UNIQUE number?	Yes.
70. Can lines cross on a screen flow diagram?	No.
71. Can a button on a screen flow diagram have multiple lines coming out of it?	No.