

# Solutions to Quick Check Questions



## Event-Driven Programming and Basic GUI Objects

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### 7.1 Creating a Subclass of JFrame

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No Quick Check Questions.

### 7.2 Placing Buttons on the Content Pane of a Frame

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1. What is the purpose of a layout manager?

*The layout manager determines the placement of GUI objects on a container.*

2. Using the `setBounds` method, position a button 50 pixels wide and 30 pixels high at the location (125, 85).

```
button.setBounds(125, 85, 50, 30);
```

3. To use absolute positioning, how must we set the content pane's layout manager?

*We must set the layout manager to null as in*

```
someContainer.setLayout(null);
```

### 7.3 Handling Button Events

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1. Which object generates events? Which object processes events?

*Event sources such as buttons generate events. Event listeners process the generated events.*

2. A class that implements the ActionListener interface must implement which method?

*The actionPerformed method.*

3. What does the getActionCommand method of the(ActionEvent) class return?

*It returns a String that is associated with the event source. For a button, the method returns the text displayed in the button.*

### 7.4 JLabel, JTextField, and JTextArea Classes

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1. What is the purpose of the instanceof operator?

*This method is used to find out the class to which an object belongs.*

2. What user action will result in a JTextField object generating an action event?

*The enduser pressing the Enter (Return) key when the JTextField has a focus.*

3. Does a JLabel object generate an event?

*No.*

4. What is the difference between textArea.setText("Hello") and textArea.append("Hello")?

*The setText replaces the current content, while the append adds the designated text to the end of the current content.*

## 7.5 Menus

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1. To which object do we register an action listener: JMenu, JMenuItem, or JMenuBar?

*We register an action listener to JMenuItem.*

2. How do we get the text of a selected menu item in the actionPerformed method?

*Call the getActionCommand method.*

3. How do we place a horizontal bar between two menu items?

*Call the addSeparator method.*

## 7.6 Sample Development: HiLo Game with GUI

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No Quick Check Questions.

