

KENYA METHODIST UNIVERSITY

END OF TRIMESTER EXAM DAPRIL 2009

FACULTY : ARTS AND SCIENCES
DEPARTMENT : COMPUTER INFORMATION SYSTEMS
COURSE CODE : CISY213
COURSE TITLE : ADVANCED PROGRAMMING

Total Marks (60)

TIME: 2 HOURS

Instructions

Answer all questions in SECTION A and ANY TWO questions in SECTION B

SECTION A – Answer all questions

Question 1 – 30 marks

- a. Describe the differences between the following GUI objects
 - i. Buttons and radio buttons
 - ii. Text fields and text areas
 - iii. Check boxes and radio buttons (6 marks)
- b. Give two reasons why Swing is preferred to AWT in building GUI components. (2 marks)
- c. Using an example, explain the four arguments that are contained in a **showMessageDialog** method. (4 marks)
- d. Write a program that converts pounds to kenya shillings. The program uses dialog boxes to accept input from a user and displays the output using a dialog box. (7 marks)
- e. Determine whether each statement is true or false. If false, explain why.
 - i. Only one layout manager can be used per Container.
 - ii. JRadioButtons provide a series of mutually exclusive options (i.e., only one can be true at a time).
 - iii. BorderLayout is the default layout manager for a JFrame's content pane.
 - iv. A JTextArea's text is always read-only. (8 marks)
- f. Briefly describe the general process through which Java can connect to and interact with a database. (3 marks)

SECTION B – Answer ANY TWO question

Question 2 – 15 marks

- a. Write four java statements that each adds 1 to the variable x. (4 marks)
- b. Specify what methods are used in performing the following function. Ensure that the method name is written correctly as would be used in a Java program.
- To set the maximum number of elements that are displayed when the user clicks the JComboBox.
 - Setting the font of text fields. (4 marks)
- c. Write a temperature conversion application that converts from Fahrenheit to Celsius. The Fahrenheit temperature should be entered from the keyboard via a JTextField. A JLabel should be used to display the converted temperature. Use the following formula for the conversion: $Celsius = 5/9 * (Fahrenheit - 32)$. (7 marks)

Question 3 – 15 marks

- a. Differentiate between lightweight and heavyweight GUI components. (1 marks)
- b. Complete the source code below to display a combo box that displays a list of image names. The parts of the code requiring completion are numbered and marked with `/*...*/`. Write down only the missing bits indicating the line number. For example, *Line 1: import java.awt.event.*;* (14 marks)

```
import java.awt.*;
/*.....*/           Line 1
import javax.swing.*;

public class ComboBoxTest extends JFrame
{
    private JComboBox imagesComboBox;
    private JLabel label;
    private String names[] = {"mac.gif", "win.gif", "caution.gif", "warning.gif"};
    private Icon icons[] = {new ImageIcon(names[0]), new ImageIcon(names[1]),
    new ImageIcon(names[2]), new ImageIcon(names[3])};

    //setup GUI
    /*.....*/           Line 2
    {
        super("Testing JComboBox");
        //get Content pane and set its layout
        Container container = getContentPane();
        container.setLayout(new FlowLayout());

        //set up JComboBox and register its event handler
        imagesComboBox = new JComboBox(names);
        imagesComboBox.setMaximumRowCount(3);
        imagesComboBox.addItemListener(
            //anonymous inner class to handle JComboBox Events
            new ItemListener()
```

```

    {
        //handle JCombo event
        public void itemStateChanged(ItemEvent event)
        {
            //determine whether check box selected
            /*.....*/
            label.setIcon(icons[imagesComboBox.getSelectedIndex()]);
        }
    } //end anonymous inner classes
); //end call to addItemListener

/*.....*/.add(imagesComboBox);

//setup JLabel to display ImageIcons
label = new JLabel(icons[ 0 ]);
/*.....*/

setSize(350,200);
/*.....*/

}

//execute applciation
public static void main(String arg[])
{
    /*.....*/
    /.....*/
}

```

Line 3
Line 4
Line 5
Line 6
Line 7
Line 8

Question 4 – 15 marks

- a. Differentiate between applets and applications. (2 marks)
- b. Name and explain the three Object Oriented principles. (3 marks)
- c. Write a program to create the following GUI. Do not provide any functionality. (10 marks)

