

1. Why does an applet have no *main()* method?

- a. The browser acts as the main. The applet provides methods for the browser.
- b. The *paint()* method is like the main method for an applet.
- c. Programs that do graphics don't need a main.
- d. Only simple programs need a main.

2. What class must be extended when you code an applet?

- a. AWT
- b. JDK
- c. Applet
- d. Graphics

3. What is the role of the Graphics object?

- a. It represents the area the applet can draw in and provides drawing methods.
- b. It can be omitted, but is sometimes used for file i/o.
- c. It represents the entire screen of the computer monitor.
- d. It contains a list of commands from the browser to your applet.

4. The *width* and *height* of the drawing area correspond to coordinates:

- a. X and Y, with (0,0) in the lower left corner.
- b. X and Y, with (0,0) in the upper left corner
- c. Y and X, with (0,0) in the lower left corner
- d. Y and X, with (0,0) in the lower right corner

5. What is a location in a digital image called?
- a. pip
 - b. pox
 - c. pixel
 - d. pickel
6. Which of the following puts "Hello" starting at X=20 Y=50? Assume that `graph` holds a Graphics object reference.
- a. `drawString("Hello", 20, 50);`
 - b. `graph.drawString(20, 50, "Hello");`
 - c. `graph.println("Hello");`
 - d. `graph.drawString("Hello", 20, 50);`
7. What set of tags is embedded in a text file to tell the browser how to treat each section of text?
- a. HTTP
 - b. TCP
 - c. HTML
 - d. VRML
8. Which of the following is a correct web page for the applet `MyApplet`?
- a. `<html> <body> <applet code="MyApplet.class"> </applet> </body> </html>`
 - b. `<html> <body> <applet code="MyApplet.class" width=250 height=200> </body> </html>`
 - c. `<html> <applet code="MyApplet.class" width=250 height=200> </applet> </html>`
 - d. `<html> <body> <applet code="MyApplet.class" width=250 height=200> </applet> </body> </html>`

9. Which of the following draws a circle with a radius of 50 at X=10, Y=20?

- a. `graph.drawCircle(50);`
- B. `graph.drawOval(50, 50);`
- c. `graph.drawOval(10, 20, 50, 50);`
- d. `graph.drawCircle(50, 50, 10, 20);`

10. Which of the following sets the background color of the applet to white?

- A. `setColor(white);`
- b. `setColor(Color.white);`
- c. `setBackground(Color.white);`
- d. `setBackground(white);`

Exercise 1

Write an applet that displays your name centered in a circle centered in the applet.

Exercise 2

Write an applet that displays a set of three concentric circles of different colors centered in the applet.

Exercise 3

Draw a crude picture of a snowman with three stacked circles for the body and smaller circles for the buttons and eyes.
Draw a horizontal line for the horizon.

Exercise 4

Draw a large asterisk * in the center of the applet by drawing three lines that intersect in the center.