

**PLD Chapter 12 RETAKE Test**

*Indicate the answer choice that best completes the statement or answers the question.*

1. A \_\_\_\_ is a rectangular object you can click; when you do, its appearance usually changes to look pressed.  
a. check box      b. button  
c. text box      d. label
2. A \_\_\_\_ is one of the tiny dots of light that form a grid on your screen.  
a. textile      b. texel  
c. point      d. pixel
3. Operating system software allows you to use a mouse or other pointing device to select pictures, or \_\_\_\_, on the screen.  
a. windows      b. icons  
c. menus      d. targets
4. Within an event-driven program, a component from which an event is generated is the \_\_\_\_.  
a. target of the event      b. source of the event  
c. interface of the event      d. message handler
5. A(n) \_\_\_\_ is a list of the objects used in a program, including which screens they are used on and whether any code is associated with them.  
a. interface dictionary      b. object dictionary  
c. object index      d. GUI dictionary
6. Performing an operation on an icon causes a(n) \_\_\_\_.  
a. interface      b. instance  
c. message      d. event
7. In object-oriented languages, the procedural modules that depend on user-initiated events are often called \_\_\_\_.  
a. scripts      b. blocks  
c. handlers      d. windows
8. Using multiple threads of execution is known as \_\_\_\_.  
a. binding      b. racing  
c. multipathing      d. multithreading
9. GUI programmers sometimes refer to screen space as \_\_\_\_.  
a. territory      b. interface  
c. canvas      d. real estate
10. GUI components are excellent examples of the best principles of object-oriented programming; they represent objects with attributes and methods that operate like \_\_\_\_.  
a. black boxes      b. trap doors  
c. a procedural function      d. a `while` loop
11. The \_\_\_\_ contains methods that allow you to set physical properties such as height and width, as well as methods that allow you to add the appropriate components to a container.

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- a. containment class      b. container dictionary  
c. container class        d. attributes class
12. With a(n) \_\_\_\_ program, a user can continue to click buttons while your program is reading a data file.  
a. parallel threaded      b. single threaded  
c. multithreaded        d. independently threaded
13. From the 1950s, when businesses began to use computers to help them perform many jobs, through the 1980s, almost all interactive dialogues between people and computers took place at the \_\_\_\_.  
a. system interface      b. graphical window  
c. menu                    d. command prompt
14. Making programs easier to use for people with physical limitations is known as enhancing \_\_\_\_.  
a. usability                b. interface  
c. accessibility        d. compliance
15. A \_\_\_\_ is a rectangular area into which the user can type text.  
a. label                    b. check box  
c. button                  d. text box
16. Cartoonists create animated films by drawing a sequence of \_\_\_\_ or cells.  
a. blocks                  b. pictures  
c. targets                  d. frames
17. When you use a menu bar, it is at the top of the screen in most GUI programs, and the first menu item is almost always \_\_\_\_.  
a. Help                    b. Edit  
c. Home                    d. File
18. The \_\_\_\_ is the location on your computer screen at which you type entries to communicate with the computer's operating system.  
a. GUI                      b. system terminal  
c. command line        d. IDE
19. With most OOP languages, you must \_\_\_\_ components, or sign them up so that they can react to events initiated by other components.  
a. register                b. instantiate  
c. activate                d. create
20. \_\_\_\_ is the rapid sequence of still images, each slightly different from the previous one, that produces the illusion of movement.  
a. Animation              b. Stop motion  
c. Screening              d. Filimation

*Match each term with a statement below.*

Name: \_\_\_\_\_ Class: \_\_\_\_\_ Date: \_\_\_\_\_

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- a. event
  - b. y-axis
  - c. y-coordinate
  - d. thread
  - e. deadlock
  - f. x-axis
  - g. x-coordinate
  - h. starvation
  - i. interactivity diagram
  - j. container
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- 21. An occurrence that generates a message sent to an object
  - 22. Shows the relationship between screens in an interactive GUI program
  - 23. A class of objects whose main purpose is to hold other elements
  - 24. The flow of execution of one set of program statements
  - 25. Where two or more threads wait for each other to execute
  - 26. Where a thread is abandoned because other threads occupy all of the computer's resources
  - 27. A horizontal position
  - 28. A vertical position
  - 29. Its value increases as you travel from left to right across the window
  - 30. Its value increases as you travel from top to bottom