1. (2 pts) The method __________________ is found in the ItemListener interface, and to determine if an item was selected, we can compare the output of the method __________________ against the constants ItemEvent.SELECTED and ItemEvent.DESELECTED.

2. (2 pts) ___________________________ involves creating an image offscreen and completely drawing it before it is made visible, and to create the offscreen image, we can use the method ___________________________.

3. (2 pts) Suppose we have an applet with a JCheckBox called box, and a button called button. Fill in the following method which will change the text of the button to be the label of box if it is selected, and the text of the button will be set to empty if box is not selected.

   ```java
   public void itemStateChanged(ItemEvent e) {
       if (___________________________)
           button._________________________();
       else
           button.______________________________;
   }
   ```

4. (2 pts) Suppose we want to create a subclass of JPanel which automatically uses double buffering and which runs in its own thread. Fill in the missing parts of the following class definition so that we can create an instance of the class.

   ```java
   public class MyPanel extends JPanel implements Runnable {
       public MyPanel() {
           ___________________________;
       }
   }
   ```

5. (2 pts) Suppose we have 3 JRadioButtons in the same ButtonGroup called button1, button2, and button3, and suppose that button1 is selected. How many ItemEvents are generated when we select button2? Explain.