Name: ___________________________________________ J Number: __________________________

1. (2 pts) The process of ___________________________ uses an invisible image to draw on and only makes the image visible when the image is finished, and in order to create a blank image in memory, we can use the method _______________________.

2. (2 pts) In order to determine if text has been typed into a JTextField, we need to have an object that is a ___________________________ so it can hear these events, and the interface which the class definition which is used to create the object implements is found in the ___________________________ package.

3. (2 pts) If we have a JCheckBox or JRadioButton in a class definition, then when we handle the event caused by selecting or deselecting them, we must have the method ________________________ in our class definition which is found in the ________________________ interface.

4. (2 pts) When we have an object like a JPanel in a JScrollPane, we can use the two methods ____________________ and ____________________ on that object to make sure that the scrollbars are adjusted.

5. (2 pts) Suppose we have a JButton named button and a JCheckBox named box in an applet’s definition. Suppose we want to have the JButton’s width and height halved if the JCheckBox is selected, and its width and height doubled if the JCheckBox is deselected. Show the implementation of the method inherited from the interface used to listen for these events.