

Review / Quiz 4

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CMPT166

Dr. Sean Ho

Trinity Western University

Quiz 4

- Describe the **MVC** design pattern in your own words, including an **example**.
- Describe at least **two drawing** methods in the **java.awt.Graphics** API, including **parameters**.
- In **graphics**, what is the **clip** region?
- What information does a **File** object hold in Java?
- Tell me everything you know about **serialization** in Java

Quiz 4: answers

- Describe the **MVC** design pattern in your own words, including an **example**.
 - **Model:**
 - ◆ Data structures and methods to interact with the data
 - ◆ e.g., 2D array of letters for word-search
 - **View:**
 - ◆ Display/output, summary of the data, statistics, etc.
 - ◆ e.g., Swing labels, text output
 - **Controller:**
 - ◆ Input/control from the user or other programs
 - ◆ e.g., Swing buttons, keyboard input

Quiz 4: answers

- Describe at least **two drawing** methods in the **java.awt.Graphics** API, including **parameters**.
 - drawLine, Rect, 3DRect, Oval, fillRect, Polygon, ...
- In **graphics**, what is the **clip** region?
 - Fragments outside the clip are not drawn
- What information does a **File** object hold in Java?
 - Essentially, just the pathname to the file
- Tell me everything you know about **serialization** in Java