

1. What is true about the difference between JPEG and GIF? (circle one)
 - a) JPEG may have a wider range of colors than GIF.
 - b) GIF are generally smaller in memory size than JPEG.
 - c) Photos are likely JPEG, while black and white clipart/cartoons are likely GIF
 - d) All of these

2. MediaTrackers and ImageObservers are both useful tools in programs using Images. What is true about these two tools? (circle one)
 - a) MediaTrackers and ImageObservers both can delay showing Images until they can be shown completely.
 - b) Presence or absence of an ImageObserver is a parameter in drawImage(), but Media Trackers are not used as parameters in this method.
 - c) MediaTrackers tell where the image is stored in memory, and ImageObserver tells if the image is in use or not
 - d) A and B
 - e) A, B, and C

3. There is repaint() and then there is repaint(a, b, c, d). What is a?
 - a) The image being painted.
 - b) The x-coordinate of the top left corner of the region being drawn.
 - c) The background color being used.
 - d) The width of space being painted.

4. Which would be used first?
 - a) drawImage()
 - b) getImage()
 - c) getGraphics()
 - d) repaint()

5. What is a Toolkit for? Pick the most direct answer.
 - a) For help drawing an image
 - b) For help getting an image
 - c) For defining Graphics g
 - d) For drawing a background

6. What does the last parameter of drawImage do, when it is "this"?

7. Consider the graphic sketched in the frame window shown. Above the picture, draw the same Frame displaying only the result of this code, assuming that image is already loaded into memory and the original and new Frame is 800 x 500.

```
g.drawImage(a, 10, 200, 300, 50, this);
```

