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QUESTION 1

Select four different types of app components. (Choose four.)
A. Application
B. Layouts
C. Activities
D. Services
E. AlarmManager
F. WorkManager
G. Broadcast receivers
H. Content providers
I. Fragments
Correct Answer: CDGH
QUESTION 2
QUESTION 2 Working with Custom View. To define custom attributes, we can add resources to our project. It is customary to put these resources into a file:
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Working with Custom View. To define custom attributes, we can add resources to our project. It is customary to put these resources into a file: A. res/layout/attrs.xml B. res/values/attrs.xml
Working with Custom View. To define custom attributes, we can add resources to our project. It is customary to put these resources into a file: A. res/layout/attrs.xml B. res/values/attrs.xml C. res/raw/attrs.xml
Working with Custom View. To define custom attributes, we can add resources to our project. It is customary to put these resources into a file: A. res/layout/attrs.xml B. res/values/attrs.xml C. res/raw/attrs.xml D. res/xml/attrs.xml

QUESTION 3

If you want the Database Inspector to automatically update the data it presents as you interact with your running app, check the Live updates checkbox at the top of the inspector window. While live updates are enabled, what happens with the table in the inspector window?

A. It is still editable. You can modify data in a table by double-clicking a cell, typing a new value, and pressing Enter.

B. It becomes read-only and you cannot modify its values.



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C. It becomes read-only, but you cannot see its updated values before updating the data by clicking the Refresh table button at the top of the inspector window.

Correct Answer: B

QUESTION 4

An overridden method on Create Options Menu in an Activity returns boolean value. What does this value mean?

- A. You must return true for the menu to be displayed; if you return false it will not be shown.
- B. You must return false for the menu to be displayed; if you return true it will not be shown.
- C. You can return any value: the menu will be displayed anyway.

Correct Answer: A

Reference: https://developer.android.com/guide/topics/ui/menus

QUESTION 5

```
// Handle pinch state
227
228
              if (pinchState & ndk_helper::GESTURE_STATE_START) {
229
                // Start new pinch
230
                ndk_helper::Vec2 v1; v1: ndk_helper::Vec2
231
                ndk_helper::Vec2 v2;
                eng->pinch_detector_.GetPointers(v1, v2);
232
233
                eng->TransformPosition(v1):
Debug 🔜 app
             Console →* ► ▼ M M M
C
    Debugger
    Variables →*  LLDB →*
      app = {android_app * | 0xf08ec880} 0xf08ec880
Ш
      B event = {AInputEvent * | 0xe9521380} 0xe9521380
      eng = {Engin
                     v1 (Access Type: "Write")
      doubleTapSta
80
      dragState = {
                       Enabled
pinchState =
                       Suspend
= v1 = {ndk_\leq
         ₩ x_ = {floa
                     Access Type:
                                   Write 🗘
袋
         器 y_ = {floa
Se S
                     More (企器F8)
                                                                       Done
×
```

What is illustrated in the picture?



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- A. Logcat window with filter settings
- B. Debugging native code using LLDB
- C. The Variables and Watches panes in the Debugger window
- D. The Breakpoints window lists all the current breakpoints and includes behavior settings for each
- E. Adding a watchpoint to a variable in memory

Correct Answer: E

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