A SS OCIATE-ANDROID-DEVELOPER^{Q&As}

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QUESTION 1

"Set the activity content to an explicit view. This view is placed directly into the activity\\'s view hierarchy. It can itself be a complex view hierarchy." This can be done by calling method:

A. findViewById

B. setContentView

C. setActionBar

D. setContentTransitionManager

E. setTheme

Correct Answer: B

Reference:

https://developer.android.com/training/basics/firstapp/building-ui
https://developer.android.com/reference/android/app/Activity

QUESTION 2

For example, our preferences.xmlfile was added by addPreferencesFromResource(R.xml.preferences). Our preferences.xmlfile contains such item:

In our Fragment, we can dynamically get current notification preference value in this way:

A. val isNotificationOn = PreferenceManager.getDefaultSharedPreferences(context).getBoolean(context!!.getString(R.string.pref_notification_key),context!!.resources.getBoolean(R.bool.pref_notification_default_value)

)

B. val isNotificationOn = PreferenceManager.getSharedPreferences(context).getBoolean(context!!.getString(R.string.pref_notification_default_value),context!!.getString(R.string.pref_notification_key),

)

C. val isNotificationOn = PreferenceManager.getSharedPreferences(context).getBoolean(context!!.resources.getBoolean(R.bool.pref_notification_default_value),context!!.getString(R.string.pref_notification_key)

)

Correct Answer: A

QUESTION 3

If you added to your build.gradlefile a room.schemaLocation:

android {defaultConfig {javaCompileOptions {annotationProcessorOptions {arguments = ["room.schemaLocation": "$projectDir/schemas".toString()]}}}}

Then, you build your app or module.

As a result you got a json file, with such path to it:

app/schemas/your_app_package/db_package/DbClass/DB_VERSION.json

What are the correct statements about this file? (Choose all that apply.)

A. It\\'s a file with Room-exported schema

B. Main JSONObject in this file usually should contain a number "formatVersion" and a JSONObject "database"

C. The JSONObject "database" in this file usually should contain such objects, like "entities", "views", "setupQueries", ets.

Correct Answer: ABC

Exported schema file example:

{"formatVersion": 1,

"database": {

"version": 1,

"identityHash": "d90c93040756d2b94a178d5555555555",

"entities": [

{ "tableName": "tea_table",

  "createSql": "CREATE TABLE IF NOT EXISTS `${TABLE_NAME}` (`id` INTEGER PRIMARY KEY AUTOINCREMENT NOT NULL, `name` TEXT, `type` TEXT, `origin` TEXT, `steep_times` INTEGER,`Description` TEXT, `ingredients` TEXT, `cafeinLevel` TEXT, `favorite` INTEGER)",

"fields": [

{ "fieldPath": "mId",

"columnName": "id",

"affinity": "INTEGER",

"notNull": true

 },

{ "fieldPath": "mName","columnName": "name","affinity": "TEXT","notNull": false },

{

 "fieldPath": "mType",

```
"columnName": "type",

"affinity": "TEXT",

"notNull": false

 },

{

 "fieldPath": "mOrigin",

"columnName": "origin",

"affinity": "TEXT",

"notNull": false

 },

{

 "fieldPath": "mSteepTimeMs",

"columnName": "steep_times",

"affinity": "INTEGER",

"notNull": false

 },

{

 "fieldPath": "mDescription",

"columnName": "Description",

"affinity": "TEXT",

"notNull": false

 },

{

 "fieldPath": "mIngredients",

"columnName": "ingredients",

"affinity": "TEXT",

"notNull": false

 },

{
```

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"fieldPath": "mCaffeineLevel",

"columnName": "cafeinLevel",

"affinity": "TEXT",

"notNull": false

},

{

"fieldPath": "mFavorite",

"columnName": "favorite",

"affinity": "INTEGER",

"notNull": false

}

],

"primaryKey": {

"columnNames": [

"id"

],

"autoGenerate": true

},

"indices": [],

"foreignKeys": []

}

],

"views": [],

"setupQueries": [

"CREATE TABLE IF NOT EXISTS room_master_table (id INTEGER PRIMARY KEY,identity_hash TEXT)","INSERT OR REPLACE INTO room_master_table (id,identity_hash) VALUES(42, \\'d90c93040756d2b94a178d5555555555\\')"]}}

QUESTION 4

To handle an options menu item click in an activity, we usually should override method named:

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A. onKey

B. onClick

C. onOptionsItemSelected

Correct Answer: C

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

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QUESTION 5

Assume that an app includes a default set of graphics and two other sets of graphics, each optimized for a different device setup:

res/drawable/

 Contains default graphics. res/drawable-small-land-stylus/

  Contains graphics optimized for use with a device that expects input from a stylus and has a QVGA low-density screen in landscape orientation. res/drawable-ja/

 Contains graphics optimized for use with Japanese.

What happens if the app runs on a device that is configured to use Japanese and, at the same time, the device happens to be one that expects input from a stylus and has a QVGA low-density screen in landscape orientation?

A. Android loads graphics from res/drawable/

B. Android loads graphics from res/drawable-small-land-stylus/

C. Android loads graphics from res/drawable-ja/

Correct Answer: C

Reference: https://developer.android.com/guide/topics/resources/localization

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