



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

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and Java Exam)

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QUESTION 1

When using an EditTexts or editable TextViews, or other editable View. What attribute to use to provide a content label for that View?

- A. android:contentDescription
- B. android:hint
- C. android:labelFor

Correct Answer: B

Reference: <https://support.google.com/accessibility/android/answer/7158690?hl=en>

QUESTION 2

What is a correct part of an Implicit Intent for sharing data implementation?

- A. Intent sendIntent = new Intent(this, UploadService.class) sendIntent.putExtra(Intent.EXTRA_TEXT, textMessage);
- B. Intent sendIntent = new Intent(); sendIntent.setType(Intent.ACTION_SEND);
- C. Intent sendIntent = new Intent(this, UploadService.class) sendIntent.setData(Uri.parse(fileUrl));
- D. Intent sendIntent = new Intent(); sendIntent.setAction(Intent.ACTION_SEND);

Correct Answer: D

Create the text message with a string

```
Intent sendIntent = new Intent();  
  
sendIntent.setAction(Intent.ACTION_SEND);  
  
sendIntent.putExtra(Intent.EXTRA_TEXT, textMessage);  
  
sendIntent.setType("text/plain");
```

Reference:

<https://developer.android.com/guide/components/fundamentals>

QUESTION 3

What statements about InputStreamReader (java.io.InputStreamReader) are correct? (Choose two.)

- A. An InputStreamReader is a bridge from byte streams to character streams: It reads bytes and decodes them into characters using a specified charset. The charset that it uses may be specified by name or may be given explicitly, or the platform's default charset may be accepted.



B. An InputStreamReader is a bridge from character streams to byte streams: It reads characters using a specified charset and encodes them into bytes. The charset that it uses may be specified by name or may be given explicitly, or the platform's default charset may be accepted.

C. Each invocation of one of an InputStreamReader's read() methods may cause one or more bytes to be read from the underlying byte-input stream. To enable the efficient conversion of bytes to characters, more bytes may be read ahead from the underlying stream than are necessary to satisfy the current read operation.

D. No any invocation of one of an InputStreamReader's read() methods can cause some bytes to be read from the underlying byte-input stream.

Correct Answer: AC

QUESTION 4

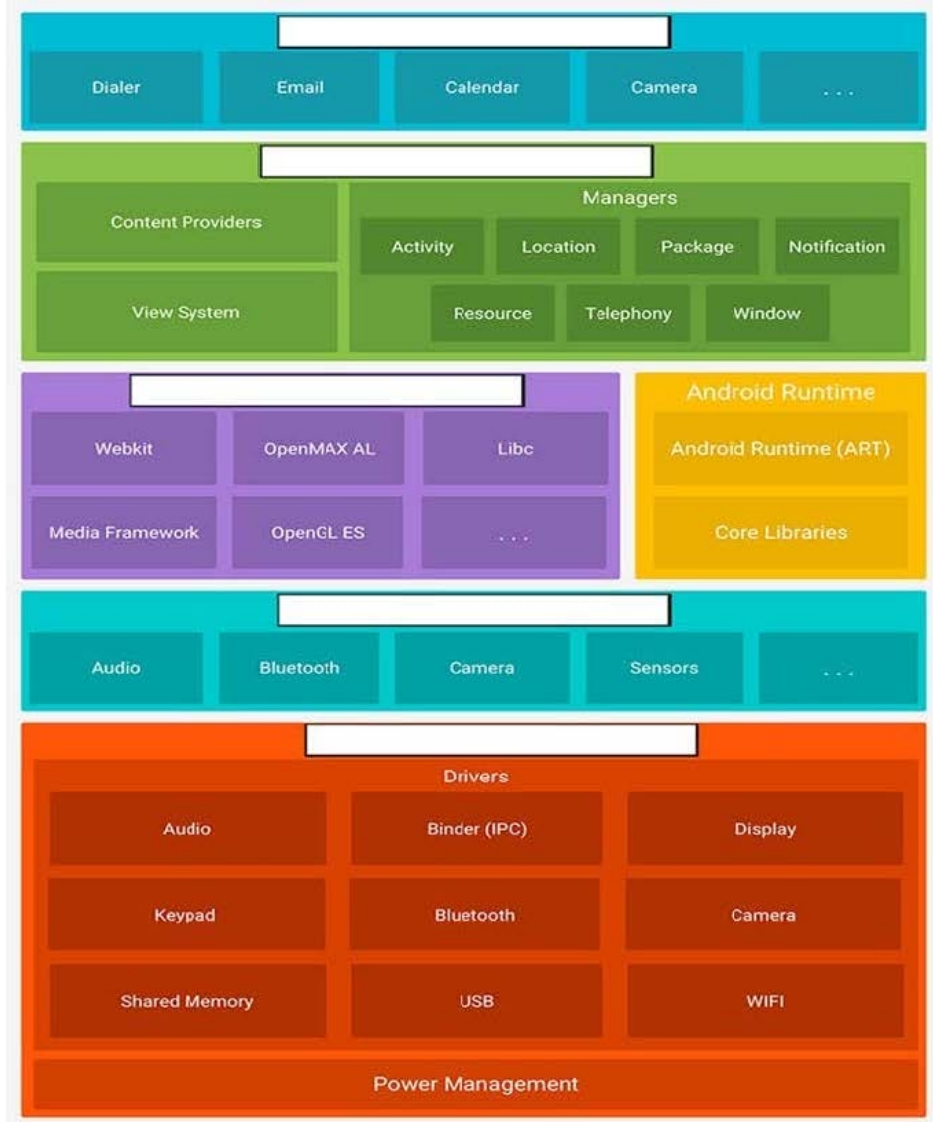
DRAG DROP

Move the major components of the Android platform to correct places in diagram.

Select and Place:

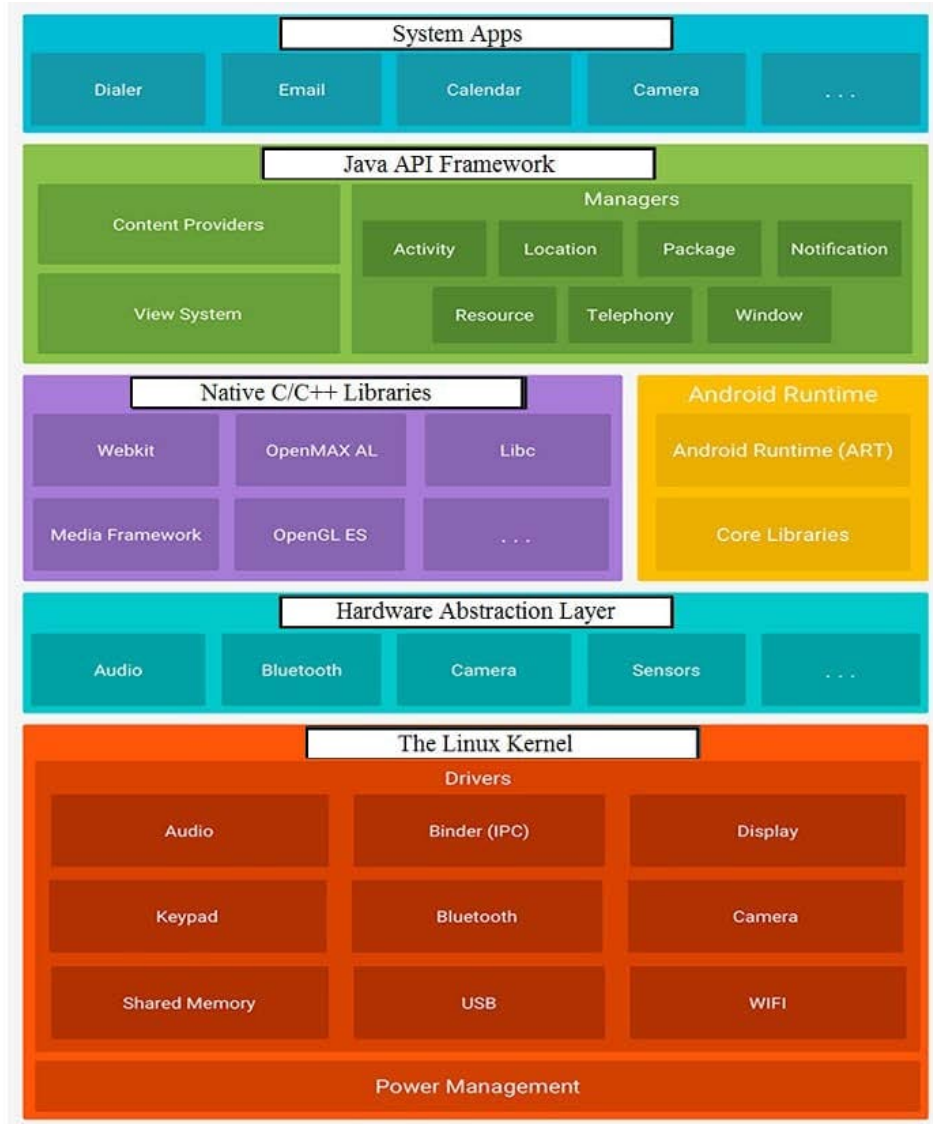


- System Apps
- Java API Framework
- Native C/C++ Libraries
- Hardware Abstraction Layer
- The Linux Kernel



Correct Answer:





Reference: <https://developer.android.com/guide/platform>

QUESTION 5

As an example. In an Activity we have our TimerViewModel object (extended ViewModel), named mTimerViewModel. mTimerViewModel.timer method returns a LiveData value. What can be a correct way to set an observer to change UI in case if data was changed?

- A. `mTimerViewModel!!.timer.value.toString().observe (Observer { aLong -> callAnyChangeUIMethodHere(aLong!!) })`
- B. `mTimerViewModel!!.timer.observe (this, Observer { aLong -> callAnyChangeUIMethodHere(aLong!!) })`
- C. `mTimerViewModel.observe (Observer { aLong -> callAnyChangeUIMethodHere(aLong!!) })`

Correct Answer: B

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