



# A SS OCIATE-ANDROID-DEVELOPER<sup>Q&As</sup>

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### QUESTION 1

The easiest way of adding menu items (to specify the options menu for an activity) is inflating an XML file into the Menu via MenuInflater. With menu\_main.xml we can do it in this way:

A. @Override

```
public boolean onCreateOptionsMenu(Menu menu) {  
    getMenuInflater().inflate(R.menu.menu_main, menu);  
    return true;  
}
```

B. @Override

```
public boolean onOptionsItemSelected(MenuItem item) {  
    getMenuInflater().inflate(R.menu.menu_main, menu);  
    return super.onOptionsItemSelected(item);  
}
```

C. @Override

```
protected void onCreate(Bundle savedInstanceState) {  
    super.onCreate(savedInstanceState);  
    setContentView(R.menu.menu_main);  
}
```

Correct Answer: A

Reference:

<https://developer.android.com/guide/topics/ui/menus>

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### QUESTION 2

For example, we have a file in our assets folder app/src/main/assets/sample\_teas.json. To get an InputStream for reading it, from our Context context, we can try doing this:

A. `InputStream input = context.getResources().openRawResource (R.raw.sample_teas);`

B. `InputStream input = context.getAssets().open("sample_teas.json");`

C. `InputStream input = context.getResources().getAssets().open ("sample_teas.json");`

Correct Answer: B



### QUESTION 3

As an example. In an Activity we have our TimerViewModel object (extended ViewModel), named mTimerViewModel. mTimerViewModel.getTimer() 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.getTimer().getValue().toString().observe(new Observer() { @Override public void onChanged(Long aLong) {`

```
callAnyChangeUIMethodHere(aLong)
```

```
}
```

```
});
```

B. `mTimerViewModel.getTimer().observe(this, new Observer() { @Override public void onChanged(Long aLong) {`

```
callAnyChangeUIMethodHere(aLong)
```

```
}
```

```
});
```

C. `mTimerViewModel.observe(new Observer() { @Override public void onChanged(Long aLong) {`

```
callAnyChangeUIMethodHere(aLong)
```

```
}
```

```
});
```

Correct Answer: B

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### QUESTION 4

Each time your test invokes `onView()`, Espresso waits to perform the corresponding UI action or assertion until the following synchronization conditions are met: (Choose three.)

- A. The message queue is empty.
- B. The message queue is not empty.
- C. There are some instances of `AsyncTask` currently executing a task.
- D. There are no instances of `AsyncTask` currently executing a task.
- E. Some developer-defined idling resources are not idle.
- F. All developer-defined idling res

Correct Answer: ADF

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### QUESTION 5

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.
- 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

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