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QUESTION 1

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

QUESTION 2

SharedPreferences.Editor is an interface used for modifying values in a SharedPreferences object. To mark in the editor that a preference value should be removed, which will be done in the actual preferences once commit() or apply() is called, what method in SharedPreferences.Editor should we use?

A. delete(String key)

B. clear()

C. remove(String key)

D. removeAll()

Correct Answer: B

clear() method marks in the editor to remove ALL values from the preferences. Once commit is called, the only remaining preferences will be any that you have defined in this editor. And no delete and removeAll method exists in



SharedPreferences.Editor

QUESTION 3

What happens when you create a DAO method and annotate it with @Insert?

Example:

@Dao

```
public interface MyDao {
```

```
@Insert(onConflict = OnConflictStrategy.REPLACE)
```

```
public void insertUsers(User... users);}
```

- A. Room generates an implementation that inserts all parameters into the database in a single transaction.
- B. Room modifies a set of entities, given as parameters, in the database. It uses a query that matches against the primary key of each entity.
- C. Room removes a set of entities, given as parameters, from the database. It uses the primary keys to find the entities to delete.

Correct Answer: A

QUESTION 4

To create a basic JUnit 4 test class, create a class that contains one or more test methods. A test method begins with the specific annotation and contains the code to exercise and verify a single functionality in the component that you want to test. What is the annotation?

- A. @RunWith
- B. @LargeTest
- C. @Rule
- D. @Test

Correct Answer: D

QUESTION 5

Which build options in the Build menu to choose to delete all intermediate/cached build files.

- A. Make Module
- B. Generate Signed Bundle / APK



C. Rebuild Project

D. Clean Project

E. Make Project

Correct Answer: D

Reference: <https://developer.android.com/studio/run>

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