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QUESTION 1

The following code is a part of a program which sends a status bar notification. Which is the correct code to put into (1) so that it will automatically cancel the notification after it occurs?

```
01: Notification notification = new Notification(icon, tickerText, when);
02: notification.setLatestEventInfo(context, contentTitle, contentText, contentIntent);
03: (1)
04: notificationManager.notify(1, notification);
```

- A. notification.flags |= Notification.FLAG_INSISTENT;
- B. notification.flags |= Notification.FLAG_AUTO_CANCEL;
- C. notification.setFlags(Notification.FLAG_AUTO_CANCEL);
- D. notification.setFlags(Notification.FLAGINSISTENT);

Correct Answer: B

QUESTION 2

Which screen will be displayed as a result of executing the following code?

```
01: private static final int LAYER_FLAGS = Canvas.MATRIX_SAVE_FLAG |
02:     Canvas.CLIP_SAVE_FLAG |
03:     Canvas.HAS_ALPHA_LAYER_SAVE_FLAG |
04:     Canvas.FULL_COLOR_LAYER_SAVE_FLAG |
05:     Canvas.CLIP_TO_LAYER_SAVE_FLAG;
06: private Paint mPaint = new Paint();
07: @Override protected void onDraw(Canvas canvas) {
08:     canvas.drawColor(Color.WHITE);
09:     canvas.translate(10, 10);
10:     canvas.saveLayerAlpha(0, 0, 200, 200, 0x88, LAYER_FLAGS);
11:     mPaint.setColor(Color.BLUE);
12:     canvas.drawCircle(75, 75, 75, mPaint);
13:     mPaint.setColor(Color.RED);
14:     canvas.drawCircle(125, 125, 75, mPaint);
15:     canvas.restore();
16: }
```

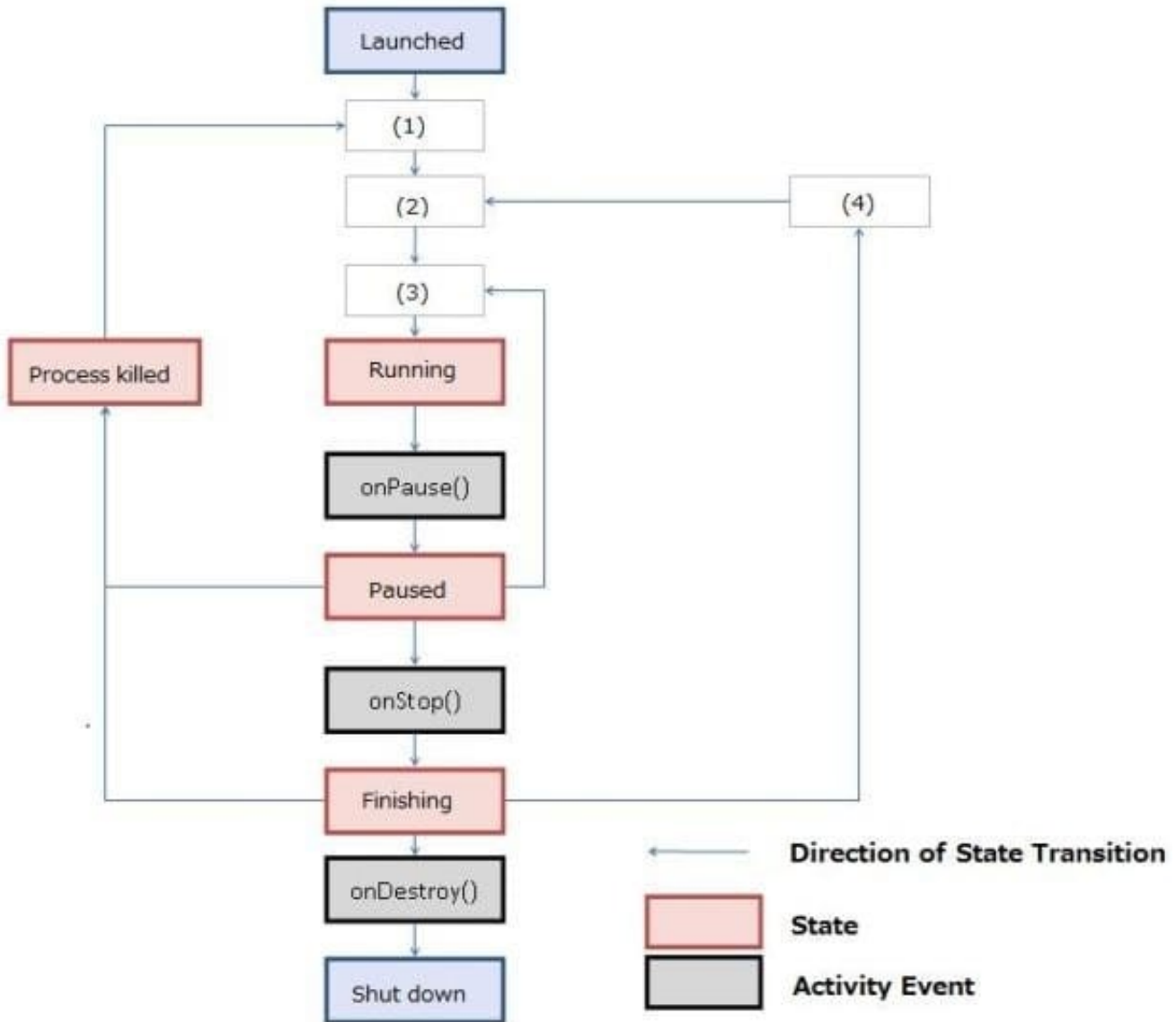
- A. Option a
- B. Option b
- C. Option c
- D. Option d

Correct Answer: B



QUESTION 3

The following figure shows the Activity Lifecycle. Which is the correct combination of event names that go into (1)~(4)



- A. (1)onCreate (2)onStart (3)onResume (4)onRestart
- B. (1)onCreate (2)onResume (3)onStart (4)onReset
- C. (1)onConstruct(2)onStart(3)onResume (4)onReset
- D. (1)onConstruct(2)onResume (3)onStart (4)onRestart

Correct Answer: A

QUESTION 4



When a MediaPlayer instance in the Idle state executes setDataSource() , which is the condition that said instance will transit to?

- A. Started
- B. Initialized
- C. Idle
- D. Preparing

Correct Answer: B

QUESTION 5

Which will be displayed in TextView01 when executing the following code?

```
01: import android.app.Activity;
02: import android.os.Bundle;
03: import android.widget.TextView;
04:
05: public class ExampleActivity extends Activity {
06:     private TextView textView;
07:
08:     @Override
09:     public void onCreate(Bundle savedInstanceState) {
10:         super.onCreate(savedInstanceState);
11:         setContentView(R.layout.main);
12:         textView = (TextView)findViewById(R.id.TextView01);
13:
14:         new Thread(new Runnable() {
15:             public void run() {
16:                 textView.setText("Hello");
17:             }
18:         }).start();
19:         textView.setText("Hello world");
20:     }
21: }
```

- A. "Hello World" will be displayed.
- B. "Hello" will be displayed.
- C. It is undetermined which will be displayed, "Hello World" or "Hello".



D. A runtime exception will be thrown.

Correct Answer: C

QUESTION 6

We have added a button to the layout of an Android application running in a Japanese environment, and specified @string/exe as text property. Which of these will be displayed on the button when adding the following code to the resource?

res/values/strings.xml

```
01: <?xml version="1.0" encoding="utf-8"?>
02: <resources>
03:   <string name="exe">exe</string>
04: </resources>
```

res/values-ja/strings.xml

```
01: <?xml version="1.0" encoding="utf-8"?>
02: <resources>
03:   <string name="exe.ja">Execute</string>
04: </resources>
```

- A. There will be a compile error.
- B. "exe" will be displayed.
- C. "Execute" will be displayed.
- D. "@string/exe" will be displayed.

Correct Answer: B

QUESTION 7

Which code acquires a MediaPlayer class instance?

- A. MediaPlayer.create(this, R.raw.music);
- B. newMediaPlayer(this, R.raw.music);
- C. MediaPlayer.getSource(this, R.raw.music);
- D. MediaPlayer.newInstance(this, R.raw.music),

Correct Answer: A



QUESTION 8

Which of these is the incorrect explanation of ProgressDialog?

- A. ProgressDialog inherits from the AlertDialog class.
- B. ProgressDialog can be set as 2 types of style: STYLE_HORIZONTAL and STYLE_SPINNER.
- C. ProgressDialog is able to apply a custom XML-defined layout by using the setContentView(...) method.
- D. ProgressDialog can be freely configured to use a Drawable class to display as its progress bar.

Correct Answer: C

QUESTION 9

The DalvikVM core libraries are a subset of which of these?

- A. Java ME
- B. Java SE
- C. Java EE
- D. Doja

Correct Answer: B

QUESTION 10

Which of these is the incorrect method for an Application to save local data?

- A. Extend PreferencesActivity and save in an XML file.
- B. Save as a file in the local file system.
- C. Save in the database using SQLite.
- D. Save in the hash table file using the Dictionary class.

Correct Answer: D

QUESTION 11

Which of these is the correct description of file access?

- A. Generally, files are handled as dedicated resources per each application.
- B. Files created by an application can be directly accessed by any application.



- C. The content of file created by application cannot be accessed by other application.
- D. In order to access a file, the open FileStream method is provided in the Context class

Correct Answer: A

QUESTION 12

Which of these is called after the end of each test method of ActivityInstrumentationTestCase2, a class which provides the unit Activity function tests?

- A. runTest
- B. tearDown
- C. setUp
- D. setActivityResult

Correct Answer: B

QUESTION 13

Which of these Activity class methods must be overridden when creating a Menu that is displayed when the device's Menu button is pressed?

- A. onCreateContextMenu
- B. onMenuOpened
- C. onCreateOptionsMenu
- D. openOptionsMenu

Correct Answer: C

QUESTION 14

Which of these is the correct explanation of the Android Interface Description Language?

- A. It enables data exchange between different applications.
- B. You cannot use Java primitive types as method parameters.
- C. Multiple methods can be defined in one AIDL file.
- D. It provides an environment for executing script languages.

Correct Answer: C



QUESTION 15

Which shows the correct Android architecture?



- A. (1)Linux Kernel (2)Application framework (3)Library (4)Android runtime (5)Application
- B. (1)Linux Kernel (2)Android runtime (3)Library(4)Application framework (5)Application
- C. (1)Android runtime (2)Linux Kernel (3)Library (4)Application framework (5)Application
- D. (1)Linux Kernel (2) Library (3)Android runtime (4)Application framework (5)Application

Correct Answer: D

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