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QUESTION 1

When scheduling unique work, you must tell WorkManager what action to take when there is a conflict. You do this by passing an enum when enqueuing the work. For one-time work, you provide an ExistingWorkPolicy, which supports some options for handling the conflict. (Choose four.)

- A. REPLACE (existing work with the new work. This option cancels the existing work)
- B. KEEP (existing work and ignore the new work)
- C. APPEND (the new work to the end of the existing work. This policy will cause your new work to be chained to the existing work, running after the existing work finishes)
- D. APPEND_OR_REPLACE (functions similarly to APPEND, except that it is not dependent on prerequisite work status. If the existing work is CANCELLED or FAILED, the new work still runs)
- E. APPEND_OR_KEEP (functions similarly to APPEND, except that it is not dependent on prerequisite work status. If the existing work is CANCELLED or FAILED, the new work still not runs)
- F. APPEND_AND_RUN (functions similarly to APPEND, except that it is not dependent on prerequisite work status. If the existing work is PAUSED, the new work still runs)
- G. DESTROY (if any work exists, the new work will be ignored)
- H. APPEND_OR_DESTROY (if no any work exists, the new work will be ignored)

Correct Answer: ABCD

Videos:

1.

Working with WorkManager, from the 2018 Android Dev Summit

2.

WorkManager: Beyond the basics, from the 2019 Android Dev Summit

Reference: <https://developer.android.com/reference/androidx/work/WorkManager?hl=en>

QUESTION 2

The following code snippet shows an example of an Espresso test:

A. @Rule

```
public void greeterSaysHello() {  
    onView(withId(R.id.name_field)).do(typeText("Steve"));  
    onView(withId(R.id.greet_button)).do(click());  
    onView(withText("Hello Steve!")).check(matches(isDisplayed()));  
}
```



```
}
```

B. @Test

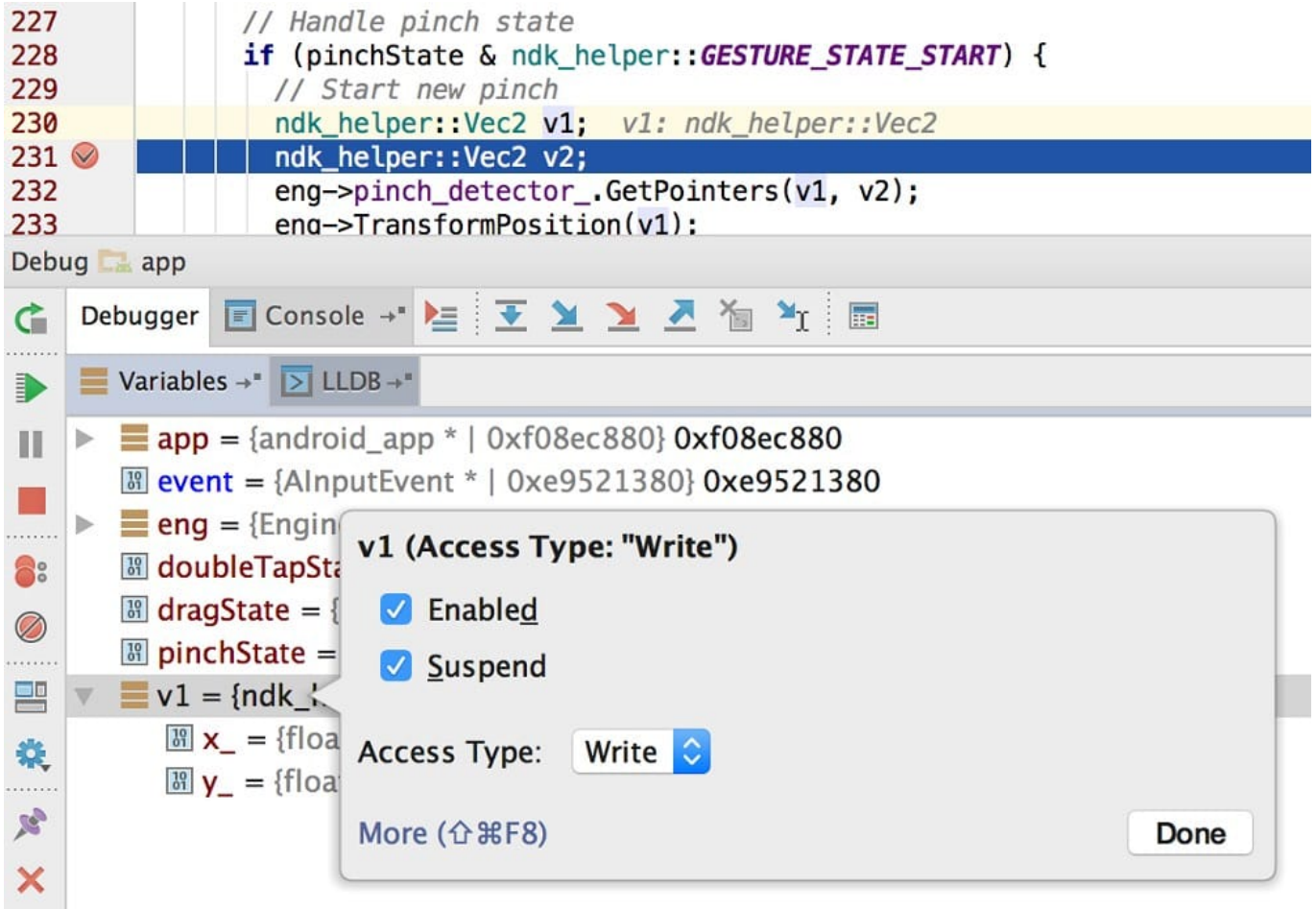
```
public void greeterSaysHello() {  
    onView(withId(R.id.name_field)).perform(typeText("Steve"));  
    onView(withId(R.id.greet_button)).perform(click());  
    onView(withText("Hello Steve!")).check(matches(isDisplayed()));  
}
```

C. @Test

```
public void greeterSaysHello() {  
    onView(withId(R.id.name_field)).do(typeText("Steve"));  
    onView(withId(R.id.greet_button)).do(click());  
    onView(withText("Hello Steve!")).compare(matches(isDisplayed()));  
}
```

Correct Answer: B

QUESTION 3



What is illustrated in the picture?

- A. Logcat window with filter settings
- B. Debugging native code using LLDB
- C. The Variables and Watches panes in the Debugger window
- D. The Breakpoints window lists all the current breakpoints and includes behavior settings for each
- E. Adding a watchpoint to a variable in memory

Correct Answer: E

QUESTION 4

Choose the most correct statement.

- A. Android is a closed source, Linux-based software stack created for a wide array of devices and form factors.
- B. Android is a closed source, Windows-based software stack created for a wide array of devices and form factors.



- C. Android is an open source, Linux-based software stack created for a wide array of devices and form factors.
- D. Android is an open source software stack created for a highly limited array of devices and form factors.

Correct Answer: C

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

QUESTION 5

If you are working with a Builder that creates a `PeriodicWorkRequest` to run periodically once within the flex period of every interval period. What statement is correct?

- A. The repeat interval must be greater than `PeriodicWorkRequest.MIN_PERIODIC_INTERVAL_MILLIS` and the flex interval must be greater than `PeriodicWorkRequest.MIN_PERIODIC_FLEX_MILLIS`.
- B. The repeat interval must be lower than or equal to `PeriodicWorkRequest.MIN_PERIODIC_INTERVAL_MILLIS` and the flex interval must be lower than or equal to `PeriodicWorkRequest.MIN_PERIODIC_FLEX_MILLIS`.
- C. The repeat interval must be greater than or equal to `PeriodicWorkRequest.MIN_PERIODIC_INTERVAL_MILLIS` and the flex interval can be anything in relation to `PeriodicWorkRequest.MIN_PERIODIC_FLEX_MILLIS`.
- D. The repeat interval must be greater than or equal to `PeriodicWorkRequest.MIN_PERIODIC_INTERVAL_MILLIS` and the flex interval must be greater than or equal to `PeriodicWorkRequest.MIN_PERIODIC_FLEX_MILLIS`.

Correct Answer: D

Videos:

1.
Working with WorkManager, from the 2018 Android Dev Summit
2.
WorkManager: Beyond the basics, from the 2019 Android Dev Summit

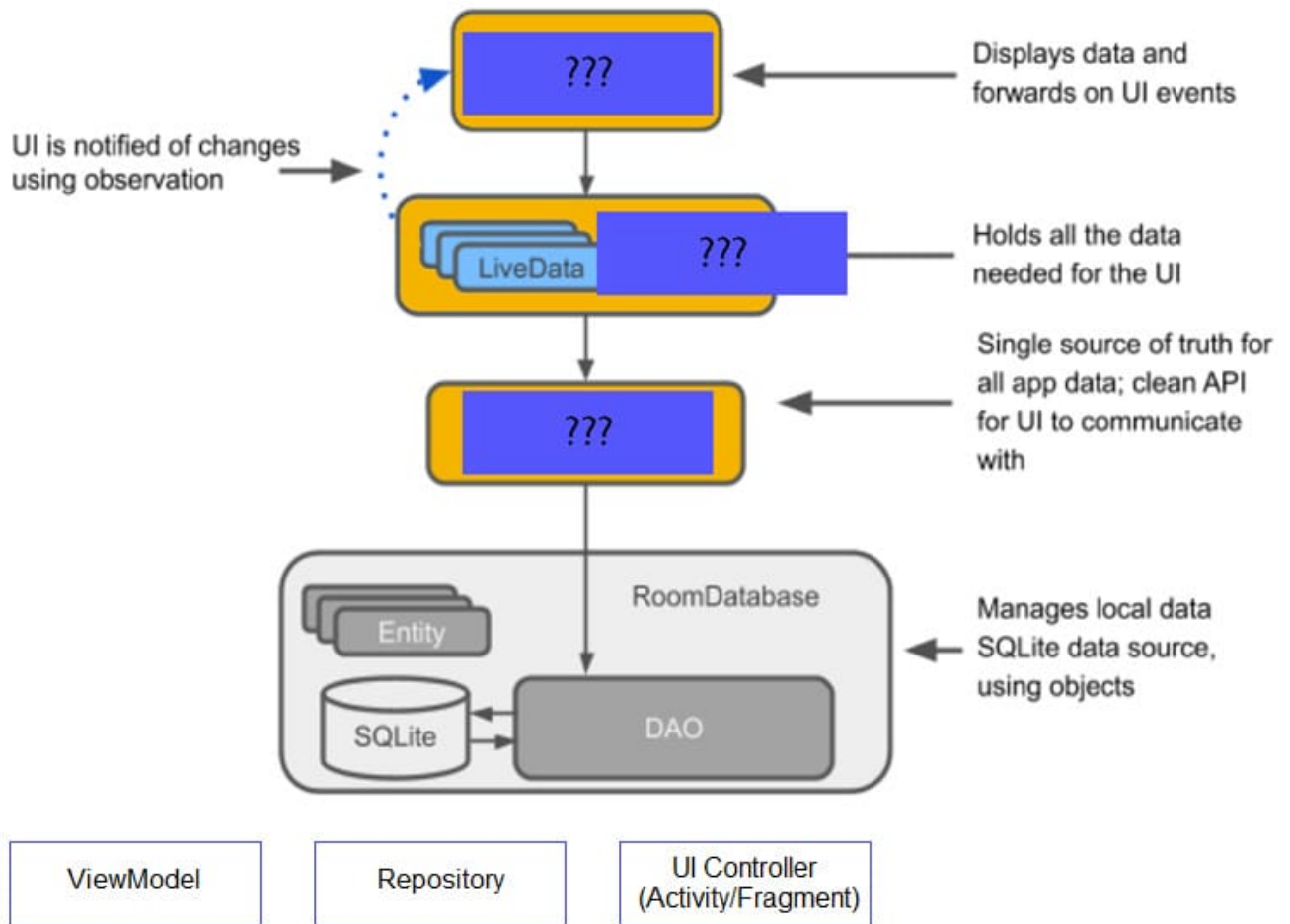
Reference: <https://developer.android.com/reference/androidx/work/WorkManager?hl=en>

QUESTION 6

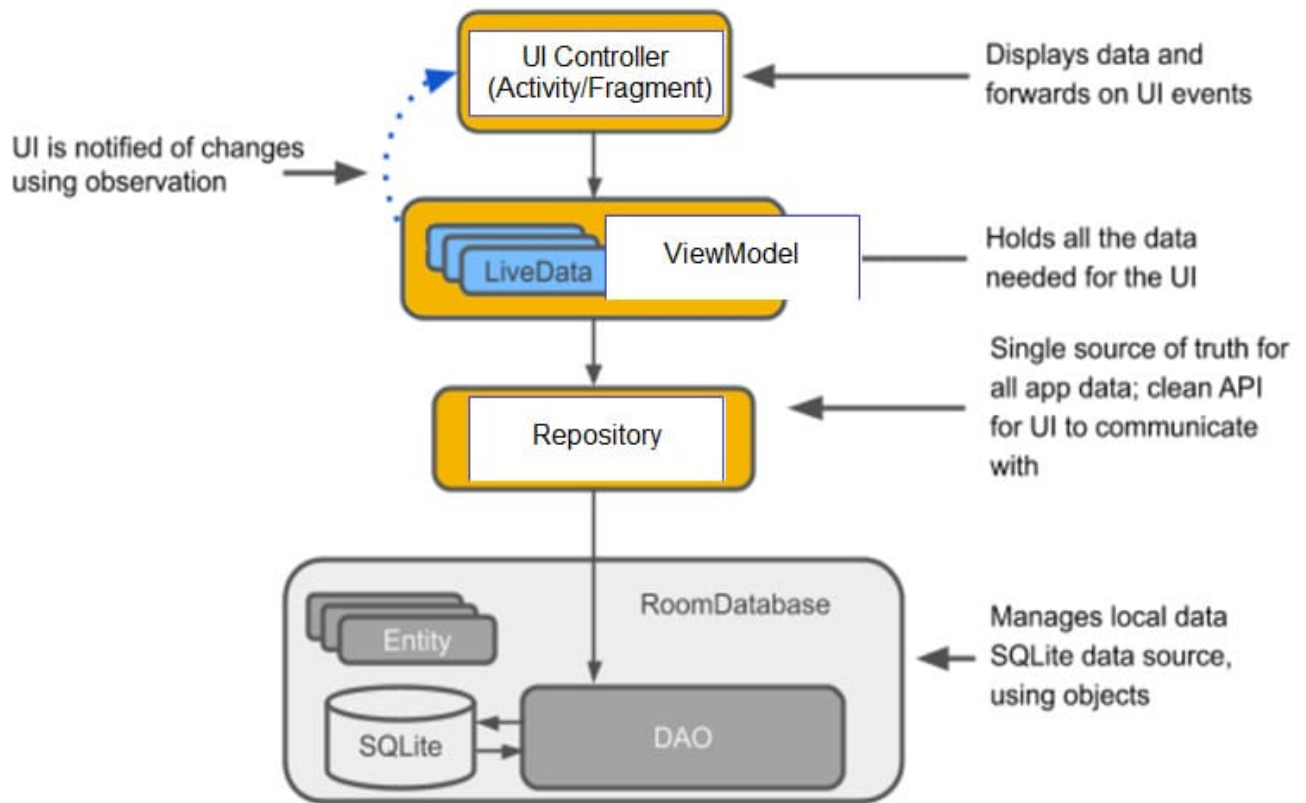
DRAG DROP

The diagram below shows a basic form of the recommended architecture for apps that use Architecture Components. The architecture consists of a UI controller, a ViewModel that serves LiveData, a Repository, and a Room database. Drag modules to correct places.

Select and Place:



Correct Answer:



QUESTION 7

An example. In our ViewModelFactory(that implements ViewModelProvider.Factory) we have an instance of our Repository, named mRepository. Our ViewModel has such constructor:

```
class MyViewModel(private val mRepository: MyRepository) : ViewModel() ...
```

Next, in our ViewModelFactory create ViewModel method (overriden) looks like this:

```
override fun create(modelClass: Class): T { return try { //MISSED RETURN VALUE HERE" } catch (e:
InstantiationException) { throw RuntimeException("Cannot create an instance of $modelClass", e) } catch (e:
IllegalAccessException) { throw RuntimeException("Cannot create an instance of $modelClass", e) } catch (e:
NoSuchMethodException) { throw RuntimeException("Cannot create an instance of $modelClass", e) } catch (e:
InvocationTargetException) { throw RuntimeException("Cannot create an instance of $modelClass", e) } }
```

What should we write instead of "//MISSED RETURN VALUE HERE"?

- A. modelClass.getConstructor().newInstance(mRepository)
- B. modelClass.getConstructor(MyRepository::class.java).newInstance()



C. `modelClass.getConstructor(MyRepository::class.java).newInstance(mRepository)`

Correct Answer: C

QUESTION 8

`LiveData.postValue()` and `LiveData.setValue()` methods have some differences. So if you have a following code executed in the main thread:

```
liveData.postValue("a"); liveData.setValue("b");
```

What will be the correct statement?

- A. The value "b" would be set at first and later the main thread would override it with the value "a".
- B. The value "a" would be set at first and later the main thread would override it with the value "b".
- C. The value "b" would be set at first and would not be overridden with the value "a".
- D. The value "a" would be set at first and would not be overridden with the value "b".

Correct Answer: B

QUESTION 9

Custom duration in milliseconds as a parameter for the `setDuration` method is available when you are working with:

- A. Toast
- B. Snackbar
- C. for none of them
- D. for both of them

Correct Answer: B

Reference:

<https://developer.android.com/guide/topics/ui/notifiers/toasts> <https://developer.android.com/training/snackbar/action>

QUESTION 10

Building your app from the command line, if you have a "demo" product flavor, then you can build the debug version with the command:

- A. `gradlew assembleDemoDebug`



- B. gradlew installDemoDebug
- C. both variants are correct.

Correct Answer: C

Before immediately install build on a running emulator or connected device, installDemoDebug cause an APK building.

Reference:

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

QUESTION 11

If constant LENGTH_INDEFINITE is used as a parameter for the setDuration method in Snackbar, what will happen?

- A. The Snackbar will be displayed for a short period of time.
- B. The Snackbar will be displayed for a long period of time.
- C. The Snackbar will be displayed for a very long period of time.
- D. The Snackbar will be displayed from the time that is shown until either it is dismissed, or another Snackbar is shown.
- E. The constant LENGTH_INDEFINITE is impossible parameter for the setDuration method in Snackbar

Correct Answer: D

Reference: https://developer.android.com/reference/com/google/android/material/snackbar/BaseTransientBottomBar#LENGTH_INDEFINITE <https://developer.android.com/guide/topics/ui/notifiers/toasts>
<https://developer.android.com/training/snackbar/action>

QUESTION 12

When your code execution reaches the breakpoint, Android Studio pauses execution of your app. You can then use the tools in the Debugger tab to identify the state of the app. With Evaluate Expression



you can

- A. examine the object tree for a variable; expand it in the Variables view
- B. evaluate an expression at the current execution point
- C. advance to the next line in the code (without entering a method)
- D. advance to the first line inside a method call
- E. advance to the next line outside the current method
- F. continue running the app normally



Correct Answer: B

QUESTION 13

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 14

In a class extended PreferenceFragmentCompat. What method is used to inflate the given XML resource and add the preference hierarchy to the current preference hierarchy?

- A. `findPreference`
- B. `getPreferenceManager`
- C. `addPreferencesFromResource`
- D. `setPreferenceScreen`

Correct Answer: C

QUESTION 15

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

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