What is the difference in an abstract class and an interface?

One key difference between an abstract class and an interface is that an interface can only have final and static variables. An abstract class can have both final and static variables, along with having nonfinal, non static variables. An interface can only have abstract methods, and cannot define the actual methods. An abstract class can have both abstract and defined methods.

What is the difference in a HashMap and a HashTable?

There are a few key differences between a hashmap and a hashtable. A hashtable does not allow any null keys or values. Whereas as hashmap can have a null value for its key, along with having multiple null values. Along with this, a hashtable is synchronized, which makes it threadsafe, while a hashmap is asynchronous.

What is android?

Android is an open source operating system developed by google. It was developed primarily for touch screen and mobile devices. Its also used in cars such as google auto and in smartwatches. The system was based off a deviation on the Linux kernel.

What are some common resources in android?

Some common resources in android are layouts, which holds information that determines how things are laid out on the screen. Alongside this there are values, contains xml files that control what strings are placed on labels, the coloring for each view and the font sizes.

What are some common views in android?

Some common views in android are buttons, textview, edit view, imageview, spinners, dateview and imageview.

What is the difference in Dalvik and ART?

The main difference between dalvik and art is how they compile code. In ART (Android Runtime) code is compiled using AOT, or ahead of time compiliation. Where the code is conveted to native android code, making it more efficient wheres dalvik using just in time compilation, which uses more resources and is less efficient. However, the space consumed when using dalvik is less than when used by ART

What is the lifecycle of an activity?

The lifecycle of an activity is as follows: OnCreate, OnStart, OnResume, OnPause, OnStop. From here the lifecycle can repeat itself, going from onStop to onRestart. Or the activity is finished, which moves to onDestroy.

What are the different types of intents?

There are implicit and explicit intents. Implicit intents are intents that do not specify the the component, only that an action needs to be performed. Explicit intents are using in the application, where you have the component, but need the action to be performed. This is mostly used to pass data between activities.