Level 1 Question answers:

1. What does the abbreviation ART stands for?
2. What is Android Jetpack?
3. Describe the difference between the fixed, wrap\_content and match\_constraint setting of the constraint layout?
4. What does the abbreviation DP stand for and why do we need them?
5. What is the purpose of the string.xml file?
6. Why is the layout in Android specified by .xml files?  Why not just have the layout in the code (Kotlin or Java)?
7. In the level 1 example the following code was used: btnConfirm.setOnClickListener What is a listener and what is the underlying design pattern?

1): Android Runtime

2): Suite of libraries and tools

3): Fixed is determined by the developer. wrap\_content means just big enough to encapsulate its content and match constraint equals growing the allowed size of each directional optional constraint

4): Independent pixels. To manage scaling of content and see which devices are supported

5): To extract hardcoded strings away from the contraintLayout file for easy management

6): Ease of use. Java / kotlin is not made with the intent of handling this purpose

7): A listener is assigning literary a listener object or function (javascript) to another object to check when changes occur. It is part of the Observer pattern