Question 1 - What's your favorite tool or library for Android? Why is it so useful?

library - http://square.github.io/retrofit/
using this library rest web services consume very easy and fast
Tool –Android Studio
Best tool for me Android development.

Question 2 - You want to open a map app from an app that you're building. The address, city, state, and ZIP code are provided by the user. What steps are involved in sending that data to a map app?

Using Intent open map then I pass action to intent.
Ex.

```
/ Create a Uri from an intent string. Use the result to create an Intent.
Uri gmmIntentUri =
Uri.parse("google.streetview:cbll=46.414382,10.013988");

// Create an Intent from gmmIntentUri. Set the action to ACTION_VIEW
Intent mapIntent = new Intent(Intent.ACTION_VIEW, gmmIntentUri);
// Make the Intent explicit by setting the Google Maps package
mapIntent.setPackage("com.google.android.apps.maps");

// Attempt to start an activity that can handle the Intent
startActivity(mapIntent);
```

Question 3 - Implement a method to perform basic string compression using the counts of repeated characters. For example, the string aabcccccaaa would become a2b1c5a3. If the "compressed" string would not become smaller than the original string, your method should return the original string. The method signature is: "public static String compress(String input)" You must write all code in proper Java, and please include import statements for any libraries you use.

```
final String in = "aabcccccaaa\n";
        final StringBuilder b = new StringBuilder();
        char prev = in.charAt(0);
        int rpt = 0;
        for (int i = 1; i < in.length(); i++) {
            final char curr = in.charAt(i);
            if (curr == prev) {
                rpt++;
            } else {
                b.append(rpt == 0 ? prev+"1" : "" +   prev + (rpt + 1));
                rpt = 0;
```

```
        prev = curr;
    }
}

System.out.println(b);
```

Question 4 - List and explain the differences between four different options you have for saving data while making an Android app. Pick one, and explain (without code) how you would implement it.

1) Shared Preferences

Store private primitive data in key-value pairs.
The SharedPreferences class provides a general framework that allows you to save and retrieve persistent key-value pairs of primitive data types. You can use SharedPreferences to save any primitive data: booleans, floats, ints, longs, and strings.

2) Internal Storage

You can save files directly on the device's internal storage. By default, files saved to the internal storage are private to your application and other applications cannot access them (nor can the user). When the user uninstalls your application, these files are removed.

To create and write a private file to the internal storage:

Call openFileOutput() with the name of the file and the operating mode. This returns a FileOutputStream.
Write to the file with write().
Close the stream with close().

3) External Storage
4) SQLite Databases

Question 5 - What are your thoughts about Fragments? Do you like or hate them? Why?

The main reason is that **fragments are more reusable than custom views.**
Yes, Like it,

Because using Fragments developer build any size UI easily

1) Dealing with device form-factor differences
2) Passing information between app screens
3) User interface organization
4) Advanced UI metaphors

Question 6 - If you were to start your Android position today, what would be your goals a year from now?

Taking positively, start preparation, build 2 to 3 my own application. And upload to play store.

Attend Mitup, Developers groups