

**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.

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

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**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?

*/ 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" : "" + rpt = 0;
            prev + (rpt + 1));
            prev = curr; }
    } System.out.println(b);
```

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**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](#)
- . 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) 4)

**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

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.

External Storage

SQLite Databases

- . 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?

After joining Android Position, I spend next minimum 4 to 5 year within organization. I personally very interested to my career as Mobile Application Development Using Android.

This Position is very important for me in my career because upcoming all application development & IOT solution build on android because is open source and I want more deep in to android with organization.

Position is very much similar to my Android Tech Stack , this very important my next career path, I already working on Android based glass Vuzix M100, is very important me next upcoming wearable technology stack

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