Level 1 Questions

1. What is the name of the newest version of Android?
2. In which Java file are the ID resources defined?
3. What is ART?
4. In which resource directory are images stored?
5. Describe the difference between constraint layout and relative layout?
6. Why do we need density-independent pixels?
7. What are the differences between Toast and Snackbar?
8. What is the meaning of “this” in next code example:

**mAdapter** = **new** ArrayAdapter<>(**this**, android.R.layout.***simple\_list\_item\_1***, **mReminders**);

1. Pie (API level 28)

2. In the layout xml files.

3. Android Runtime. It translates the application’s bytecode into native instructions.

4. In the drawable folder.

5. Constraint layout allows you to position view items relative to the x and y axis. Relative layout allows you to specify the position relative to the parent view.

6. Because android runs on many different devices that can have different pixel densities, which can result in problems with for example pictures (getting blurry).

7. A toast only shows information to the user while snackbar can support a button to trigger an action. Like an undo button after deleting an email.

8. this is a way of invoking the context. It gives the current state of the application.