### 109590003 HW4-1

## **Question 1**

If you run the homework app before implementing <code>onsaveInstancestate()</code>, what happens if you rotate the device? Choose one:

- The EditText no longer contains the text you entered, but the counter is preserved.
- The counter is reset to 0, and the EditText no longer contains the text you entered.
- The counter is reset to 0, but the contents of the EditText is preserved.
- The counter and the contents of the EditText are preserved.

### Α

• The counter is reset to 0, and the EditText no longer contains the text you entered.

# **Question 2**

What Activity lifecycle methods are called when a device-configuration change (such as rotation) occurs? Choose one:

- Android immediately shuts down your Activity by calling onstop(). Your code must restart the Activity.
- Android shuts down your Activity by calling onPause(), onStop(), and onDestroy().
  Your code must restart the Activity.
- Android shuts down your Activity by calling onPause(), onStop(), and onDestroy(),
  and then starts it over again, calling onCreate(), onStart(), and onResume().
- Android immediately calls onResume().

### Α

 Android shuts down your Activity by calling onPause(), onStop(), and onDestroy(), and then starts it over again, calling onCreate(), onStart(), and onResume().

# **Question 3**

When in the Activity lifecycle is onSaveInstanceState() called? Choose one:

- onSaveInstanceState() is called before the onStop() method.
- onSaveInstanceState() is called before the onResume() method.
- onSaveInstanceState() is called before the onCreate() method.
- onSaveInstanceState() is called before the onDestroy() method.

### Α

• onSaveInstanceState() is called before the onStop() method.

## **Question 4**

Which Activity lifecycle methods are best to use for saving data before the Activity is finished or destroyed? Choose one:

- onPause() or onStop()
- onResume() or onCreate()
- onDestroy()
- onStart() or onRestart()

### Α

onPause() or onStop()

### 109590003 HW4-2

## **Question 1**

Which constructor method do you use to create an implicit Intent to launch a camera app?

- new Intent()
- new Intent(Context context, Class<?> class)
- new Intent(String action, Uri uri)
- new Intent(String action)

### Α

new Intent(String action)

# **Question 2**

When you create an implicit Intent object, which of the following is true?

- Don't specify the specific Activity or other component to launch.
- Add an Intent action or Intent categories (or both).
- Resolve the Intent with the system before calling startActivity() or startActivityforResult().
- All of the above.

#### A

• All of the above.

# **Question 3**

Which Intent action do you use to take a picture with a camera app?

- Intent takePicture = new Intent(Intent.ACTION\_VIEW);
- Intent takePicture = new Intent(Intent.ACTION\_MAIN);
- Intent takePicture = new Intent(MediaStore.ACTION\_IMAGE\_CAPTURE);
- Intent takePicture = new Intent(Intent.ACTION\_GET\_CONTENT);

• Intent takePicture = new Intent(MediaStore.ACTION\_IMAGE\_CAPTURE);