109590003 HW5-1

Question 1

Which statement best describes a local unit test? Choose one:

- Tests that run on an Android-powered device or emulator and have access to the Android framework.
- Tests that enable you to write automated UI test methods.
- Tests that are compiled and run entirely on your local machine with the Java Virtual Machine (JVM).

A

- Tests that are compiled and run entirely on your local machine with the Java Virtual Machine (JVM).

Question 2

Source sets are collections of related code. In which source set are you likely to find unit tests? Choose one:

- `app/res`
- `com.example.android.SimpleCalcTest`
- `com.example.android.SimpleCalcTest (test)`
- `com.example.android.SimpleCalcTest (androidTest)`

A

- `com.example.android.SimpleCalcTest (test)`

Question 3

Which annotation is used to mark a method as an actual test? Choose one:

- `@RunWith(JUnit4.class)`
- `@SmallTest`
- `@Before`
- `@Test`

A

- `@Test`

109590003 HW5-2

Question 1

How do you add images to an Android Studio project? Choose one:

- Drag each image to the layout editor.
- Copy the image files into your project's `drawable` folder.
- Drag an `ImageButton` to the layout editor.
- Choose **New > Image Asset** and then choose the image file.

A

- Copy the image files into your project's `drawable` folder.

Question 2

How do you make an `ImageView` clickable like a simple `Button`? Choose one:

- Add the `android:contentDescription` attribute to the `ImageView` in the layout and use it to call the click handler in the `Activity`.
- Add the `android:src` attribute to the `ImageView` in the layout and use it to call the click handler in the `Activity`.
- Add the `android:onClick` attribute to the `ImageView` in the layout and use it to call the click handler in the `Activity`.
- Add the `android:id` attribute to the `ImageView` in the layout and use it to call the click handler in the `Activity`.

A

- Add the `android:onClick` attribute to the `ImageView` in the layout and use it to call the click handler in the `Activity`.

Question 3

Which rule applies to a click handler called from the attribute in the layout? Choose one:

- The click handler method must include the event listener `View.OnClickListener`, which is an interface in the `View` class .
- The click handler method must be `public`, return `void`, and define a `View` as its only parameter.
- The click handler must customize the `View.OnClickListener` class and override its click handler to perform some action.
- The click handler method must be `private` and return a `View`.

A

- The click handler method must be `public`, return `void`, and define a `View` as its only parameter.