

109590003_HW13-1

Question 1

In which lifecycle method do you save the app state to shared preferences?

A

- `onPause()`

Question 2

In which lifecycle method do you restore the app state?

A

- `onCreate()`

Question 3

Can you think of a case where it makes sense to have both shared preferences and instance state?

A

做出一個簡易闖關爬塔遊戲。

`saveInstanceState`，管理activity state，適合用來記錄"當下"的闖關狀態，因為當你終止app他會從內存數據中刪除。

`SharedPreferences`，適合在退出時儲存破關進度，終止app再次開啟時能夠接續遊玩。

109590003_HW13-2

Question 1

In which file of the DroidCafeWithSettings project do you define the array of entries and the array of values for the `ListPreference`? Choose one:

- `pref_general.xml`
- `strings.xml`
- `menu_main.xml`
- `activity_main.xml`
- `content_main.xml`

A

- `strings.xml`

Question 2

In which file of the DroidCafeWithSettings project do you *use* the array of entries and the array of values in setting up the `ListPreference`, and also set the `ListPreference` key and default value? Choose one:

- `pref_general.xml`
- `strings.xml`
- `menu_main.xml`
- `content_main.xml`
- `SettingsActivity.java`

A

- `pref_general.xml`

Question 3

How do you set up a settings `Activity` and a `Fragment` with a `SwitchPreference` for the UI, and still remain compatible with the [v7 appcompat library](#) for backward compatibility with older versions of Android?

- Use a settings activity that extends `Activity`, a fragment that extends `PreferenceFragment`, and a `SwitchPreference` for the UI.
- Change `MainActivity` to extend `Activity`.
- Use a settings activity that extends `AppCompatActivity`, a fragment that extends `PreferenceFragmentCompat`, and a `SwitchPreferenceCompat` for the UI.
- You can't use a fragment with a `SwitchPreference` and remain compatible with the [v7 appcompat library](#).

A

- Use a settings activity that extends `AppCompatActivity`, a fragment that extends `PreferenceFragmentCompat`, and a `SwitchPreferenceCompat` for the UI.