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1. What set of commands are executed to push a repo on Github?

Commands: `git add [file]`, `git commit -m "message"`, `git push`

2. Where the strings.xml in the project structure?

Under resources folder and in values folder `res/values/strings.xml`

3. What is the difference between SP and DP?

Sp is for fonts because its scaled by user's font size preference

4. How can you support multiple languages in your app? Explain step by step process.

5. What is the difference between `match_parent` and `wrap_content`?

`Match_parent` will match the size of parent layout and `wrap_content` will set the size big enough only to contain the content

6. How can you setup a method for a button click without binding the view?

In the xml for the button use `android:onClick="methodName"` and then create the method with that name in the java for that activity

7. How can you define a button click method with binding the button view?

Define the button in the java for that activity by using `findViewById(buttonID)` and then use `setOnClickListener()` and override the onclick method

8. How can you change the color of the TextView?

In the xml you can use `android:textColor=""` and reference a color set in the `res/values` folder or you can change the color in the java file for that activity by binding the textview and then using `setTextColor()`

9. Where are all the colors in the android architecture saved?

In the file `res/values/colors.xml`

10. How would you add a different layout for a landscape and a language? Name the qualifiers.

11. How would you make the keyboard hide for EditText when the activity is created?

12. What are ViewGroups and Views?

In ViewGroups you can have multiple Views and a View is

13. What attribute is necessary in a linear layout if there are more than one child views?

`android:orientation=""`

14. In which case you would use a Linear layout and a Relative layout?

Linear layout if you want to have the items aligned vertically and/or horizontally, and relative layout to have the items aligned relative to each other

15. How would you load an image in a ImageView from xml and programmatically?

`android:src="@drawable/pathtoimage"` and in the java you can do `setImage()` after binding the ImageView

16. List all the states in an activity lifecycle.

`onCreate`, `onStart`, `onResume`, `onPause`, `onStop`, `onRestart`, `onDestroy`

17. What is the lifecycle of activity one and activity two when we go to activity one from two?

One: `onPause`

Two: `onCreate`, `onStart`, `onResume`

One: `onStop`

18. How to restrict an activity from changing the orientation?

In the manifest for each activity, `android:screenOrientation="portrait"` (or `landscape`)

19. Which method is called to persist the data before the activity is destroyed?

`onSaveInstanceState()`

20. What is the argument of that method?

Bundle

21. How do we save the data in the method?

Use `putString(key, string)` from Bundle passing a key and a string

22. How to get that data back? What is the name of the method?

`onRestoreInstanceState()` use `getString(key)` from Bundle passing the key that was used to save it

23. What is a bundle? What can a bundle contain?

A bundle is used to pass data between activities and components and can contain data like bytes, chars, strings, etc. and also Parcelable and Serializable objects

24. What is the difference between `onPause` and `onStop`?

`onPause` - the activity is in the background and you can see it
`onStop` - you can't see the activity

25. How to start an activity for getting a result back?

`startActivityForResult(Intent, REQUEST_CODE)`

26. Which callback is used get the result back in the above case?

`onActivityResult(int requestCode, int resultCode, Intent data)`

27. What are difference types of Intent? What are the difference between them? When do we use each of them?

Explicit intent: when we tell the intent which component we want to start

Implicit intent: when you don't know which component will start, you set the type and action and the intent filter will know which component or app it will use.

28. How to communicate data between activities?

Using Intent and Bundle putExtra() and getExtra() to retrieve it

29. How to add data to an intent?

Using Bundle putExtra()

30. What kind of data can be added to an intent?

Parcelable and serializable objects

31. How to get the data sent from activity one in activity two?

getIntent().getParcelableExtra("key") or getIntent().getSerializableExtra("key") or
getIntent().getStringExtra()

32. What is context?

33. Name different kinds of layouts in Android?

Linear layout, Relative layout, Constraint layout, Frame layout

34. How to send an object through an Intent?

The object needs to implement Serializable or Parcelable and then you can put it and retrieve it from the Bundle

35. What is Serializable?

Interface for marshaling, to convert to byte code. It uses reflection which creates a copy object and that will use up more time and space

36. What is Parcelable?

Also an interface for marshaling but for android. Does not use reflection so we do the conversion ourselves

37. Which is better and why?

Parcelable because Serializable uses reflection and that takes up more space and time because it creates a copy

38. How can an object class be Serializable or Parcelable? Explain in detail the methods to implement if any?

Class can implement Serializable and Parcelable. If implements Parcelable then it need the creator field which does createFromParcel, also need the describeContents and writeToParcel.

39. Can we avoid implementing methods using Parcelable?

No we must write those methods if we implement Parcelable