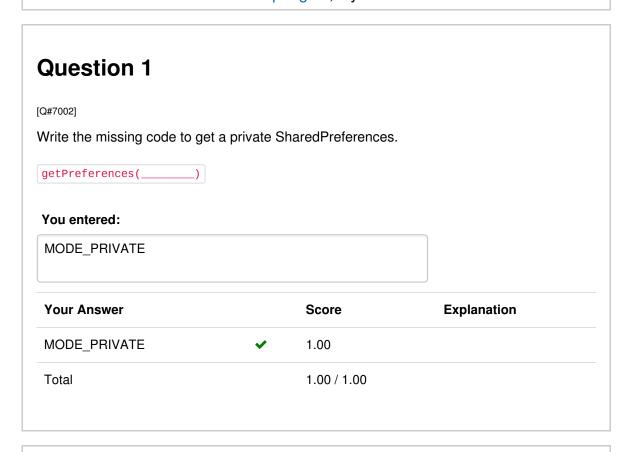
### Feedback — Week 7 Quiz

Help

You submitted this quiz on Fri 7 Feb 2014 10:37 AM PST. You got a score of 18.75 out of 20.00. You can attempt again, if you'd like.



### Question 2

[Q#7003]

Method 'one' incorrectly declares a new variable 'mHello'. Which of the following options are correct? Check all that apply.

```
class Example {
private String mHello;

public void one() {
   String mHello="Ooops"
```

```
}
public void two() {
    int len = mHello.length()
}
}
 Your Answer
                                                                    Score
                                                                                Explanation
     The value of len will be 5 if one() then two() are executed.
                                                                    0.00
  The method 'two' may throw a NullPointerException
                                                                    0.25
 because the field mHello is never changed.
 To correct this mistake, change "String mHello=" to just
                                                                    0.25
 "mHello=" inside method one().
    The code will not compile because two variables are called
                                                                    0.25
 mHello.
 Total
                                                                    0.75 /
                                                                    1.00
```

## Question 3 [Q#7008] Write the missing code to update the user's favorite flavor to chocolate. Editor e = getPreferences(MODE\_PRIVATE).edit(); e.putString("flavor", "chocolate"); \_\_\_\_\_\_; You entered: e.commit()

Your Answer		Score	Explanation
e.commit()	~	1.00	
Total		1.00 / 1.00	

### **Question 4**

[Q#7012]

Check all that apply. Which of the following are valid ways to change the displayed text of a TextView object? Assume 'tv' is a (non-null) TextView pointer and 's' points to a String object.

Your Answer		Score	Explanation
tv.setText(s);	~	0.33	
<pre>tv.setText(R.string.app_name);</pre>	<b>~</b>	0.33	
tv.setText("123");	<b>~</b>	0.33	
Total		1.00 / 1.00	

### Question 5 [Q#7016] Which one of the following is correct? Your Answer Score Explanation By default, Activity implements OnClickListener String constants must be declared inside the onCREATE method String constants are usually written in ALL UPPERCASE ✓ 1.00

Total 1.00 / 1.00

### **Question 6**

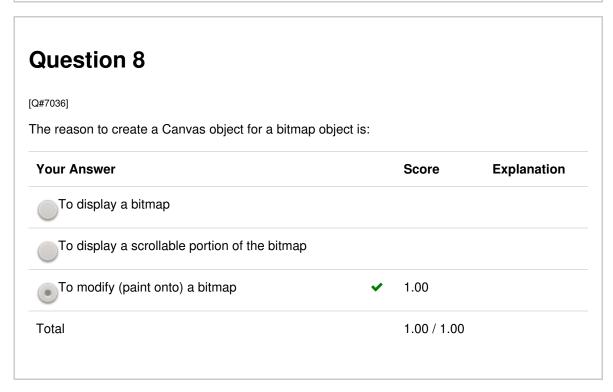
[Q#7018]

True or false? If your class implements OnClickListener interface then you must write the methods specified by the interface, even if your methods do nothing.

Your Answer		Score	Explanation
False			
True	~	1.00	
Total		1.00 / 1.00	

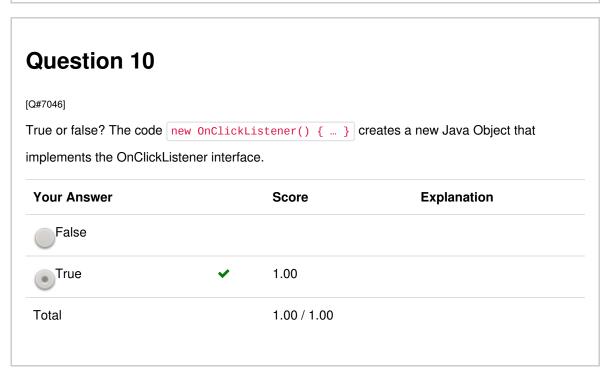
## Question 7 [Q#7028] Write the missing code to add an OnClickListener to the image. OnClickListener doXYZ = new OnClickListener() { public void onClick(View v){...}} }; ImageView i = new ImageView(this); i.\_\_\_\_\_(doXYZ); You entered: SetOnClickListener Your Answer Score Explanation

setOnClickListener	~	1.00
Total		1.00 / 1.00



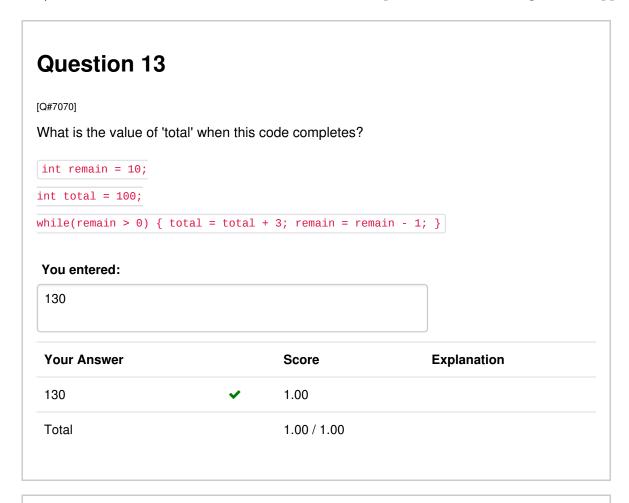
Question 9		
[Q#7038]		
Write the missing code to connect the bi	tmap to the image ob	pject.
bm = Bitmap.createBitmap(48,48,Bitmap	p.Config.ARGB_8888)	
<pre>ImageView view = new ImageView(this);</pre>		
view(bm);		
<pre>setContentView(view);</pre>		
You entered:		
setImageBitmap		
Your Answer	Score	Explanation

setImageBitmap	•	1.00	
Total		1.00 / 1.00	



### **Question 11** [Q#7053] Check all that apply. Which of the following are equivalent, i.e. only execute 'doXYZ...' under the same conditions? Hint: && means "and" | means "or". **Your Answer Score Explanation** 0.25 if(resultCode == RESULT\_OK || requestCode == 123) { doXYZ... } 0.25 if(resultCode == RESULT\_OK) { if(requestCode == 123) { doXYZ...

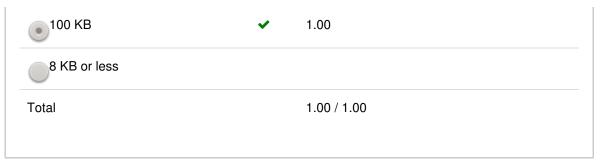
# Question 12 [C#7054] The method onActivityResult includes three parameter values: the int requestCode, resultCode and a third parameter which is: Your Answer Score Explanation An Inputstream An Uri A File An Intent 1.00 Total 1.00 / 1.00

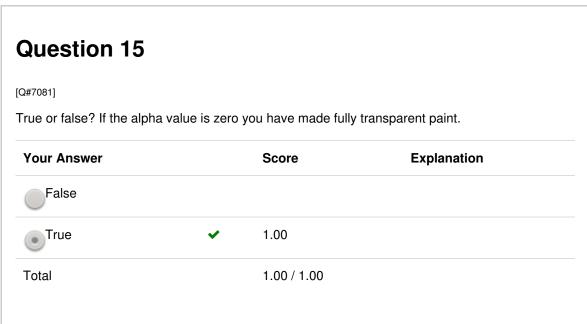


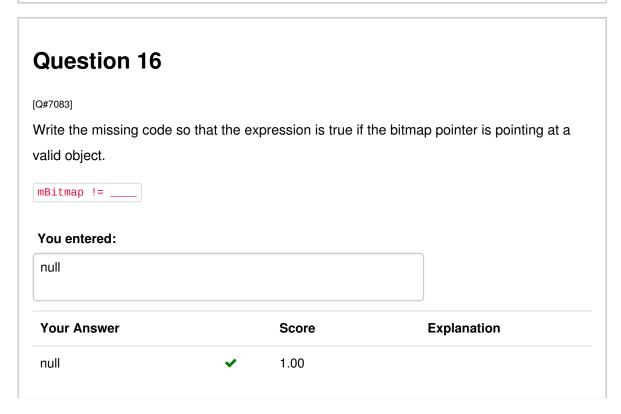
## Question 14 [Q#7072] If an image requires 1600KB of memory (with sampling=1, i.e. every pixel), how much memory will an image require if sampling of 4 is used? Your Answer Score Explanation 3200 KB or more 1600 KB 800 KB

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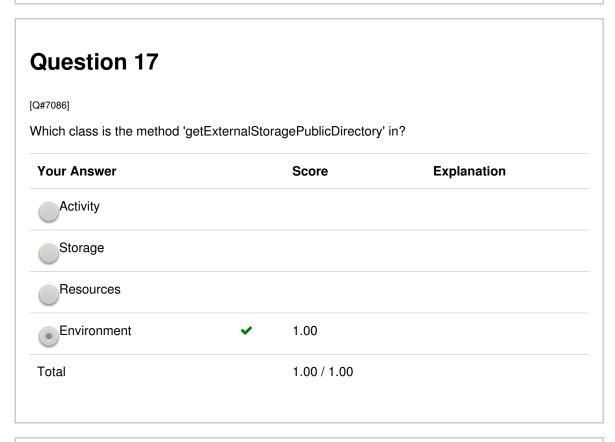
200 KB





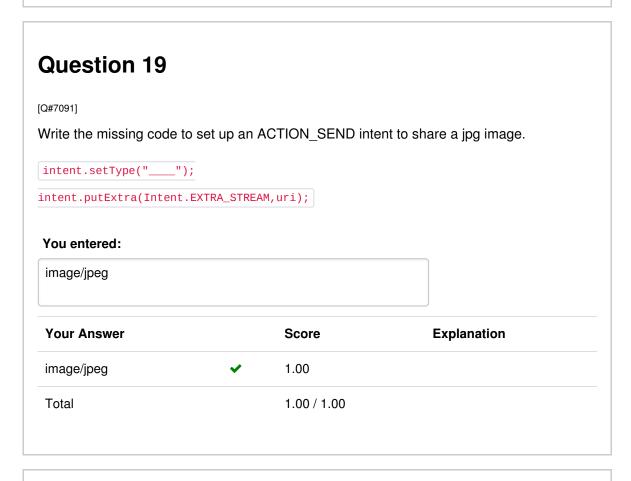


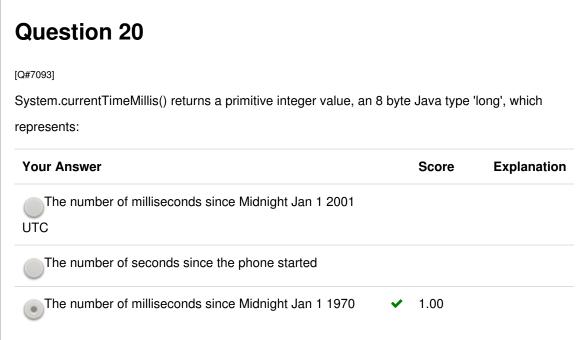
Total 1.00 / 1.00



## Question 18 [O#7088] Write the missing code to create a new FileOutputStream object using a variable 'f' that points to a File object. FileOutputStream fos = \_\_\_\_\_(f); You entered: new FileOutStream Your Answer Score Explanation new FileOutStream 0.00

Total 0.00 / 1.00





UTC	
Total	1.00 / 1.00
	1.00

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