

## IN-LECTURE QUESTIONS FOR VIDEO 6.4

Note: See the answer key at the bottom of this file.

1. True or false? Normally, statements are sequentially executed one after another but exceptions are used to disrupt (alter) this normal program execution flow.
  - a. True
  - b. False
2. Which of the following is true?
  - a. `v.setVisibility(View.VISIBLE)` ; throws a `NullPointerException` if `v` is null
  - b. `v == null` throws a `NullPointerException` if `v` is null
3. Select none, one, or both. Which of the following are true?
  - a. Variables declared inside a try-catch block of code cannot be used after the try block
  - b. Variables declared before a try-catch block of code cannot be used after the try-catch block
4. Check all that apply. `Integer.parseInt` throws an exception (a `NumberFormatException`) when:
  - a. The parameter value is an empty string ("")
  - b. The parameter value is zero
  - c. The parameter value is too large to be represented by a Java int (e.g. 3 Billion)
  - d. The parameter value contains a "-" sign (e.g. -123)
5. What will be the value of `result` and `valueOK` after running the following code?

```
int result = -1;
boolean valueOK = false;
try {
    result = Integer.parseInt("qwerty"); // throws
    NumberFormatException
    valueOK = true;
    Log.d("MainActivity", "Phone number:" + value);
} catch (Exception e) {
    Log.d("MainActivity", "Pardon?");
}
```

  - a. -1 and false, respectively (and the log message will say Pardon?)
  - b. 0 and false, respectively (and the log message will say Pardon?)
  - c. 1 and true, respectively (and the log message will say Pardon?)
  - d. 0 and true, respectively (and the log message will say Pardon?)
6. The method `makeOutAnimation` is declared:
  - a. Inside the Activity class
  - b. Inside the View class
  - c. Inside the AnimationUtil class

7. My variable can hold the value true or false. What can you conclude about the variable type?
- a. The variable is a truthful variable.
  - b. The variable is a boolean variable.
  - c. The variable is an int variable.
  - d. The variable is a String variable.

8. Choose the third line of code needed to animate the duck view.

```
Animation anim = AnimationUtils.makeOutAnimation(this,true);  
View duck = findViewById(R.id.duck);
```

- a. duck.animate(anim);
  - b. anim.animate(duck);
  - c. anim.moveView(duck);
  - d. duck.startAnimation(anim);
9. True or false? The activity object ("this" in the video) can be used as a context pointer when constructing the animation.
- a. True
  - b. False

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**ANSWER KEY:**

1. a
2. a
3. a
4. a, c
5. a
6. c
7. b
8. d
9. a