# Feedback — Week 7 Quiz

You submitted this quiz on **Sun 9 Feb 2014 3:25 PM PST**. You got a score of **19.75** out of **20.00**. You can attempt again, if you'd like.

## Question 1

[Q#7007]

Write the missing code.

```
getPreferences(MODE_PRIVATE)._____.putString("flavor","chocolate").commit()
```

**You entered:**

edit()

| Your Answer | | Score | Explanation |
|---|---|---|---|
| edit() | ✔ | 1.00 | |
| Total | | 1.00 / 1.00 | |

## Question 2

[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 3

[Q#7011]

To set the content using a View variable 'v':

| Your Answer | | Score | Explanation |
|---|---|---|---|
| ⚪ Use `setContent(v);` | | | |
| ⚪ It is not possible. | | | |
| ⚫ Use `setContentView(v);` | ✔ | 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 | |
| ☑ `tv.setText(R.string.app_name);` | ✔ | 0.33 | |

```
tv.setText("123");
```
                                        ✔    0.33

Total                                        1.00 / 1.00

## Question 5

[Q#7019]

Which one of the following is true?

| Your Answer | Score | Explanation |
|---|---|---|
| ○ OnClickListener is an example of a primitive; Activity is an example of a String | | |
| ○ OnClickListener is an example of a statement; Activity is an example of a method | | |
| ○ OnClickListener is an example of a class; Activity is an example of an interface | | |
| ● Activity is an example of a class; OnClickListener is an example of an interface | ✔ 1.00 | |
| Total | 1.00 / 1.00 | |

## Question 6

[Q#7023]

"Runnable" is:

| Your Answer | Score | Explanation |
|---|---|---|
| ○ A class which defines two methods, 'run()' and 'start()' | | |

A class which defines the method 'run()'

An interface which declares two methods, 'run()' and
'start()'

● An interface which declares one method 'public void run()'    ✔    1.00

Total                                                          1.00 /
                                                               1.00

## Question 7

[Q#7031]

Check all that apply. Which of the following are true?

| Your Answer | Score | Explanation |
|---|---|---|
| ☑ Bitmaps are used to represent integers and bits. | ✖ 0.00 | |
| ☑ Bitmaps are used to represent an image using colored picture-elements or "pixels." | ✔ 0.25 | |
| ☑ To paint a square or another bitmap image onto a bitmap create a Canvas object | ✔ 0.25 | |
| ☑ The bitmap configuration 'ARGB_8888' means that each pixel uses a total of 32 bits (4 bytes): 8 bits for alpha (opaqueness), 8 bits for red, 8 bits for green and 8 bits for the blue value. | ✔ 0.25 | |
| Total | 0.75 / 1.00 | |

## Question 8

[Q#7032]

Choose the missing code to create a full-color bitmap (32 bits per pixel) of size 200x300.

```
Bitmap.createBitmap(200,300,_____)
```

| Your Answer | | Score | Explanation |
|---|---|---|---|
| ○ | Bitmap.Config.RGB_565 | | |
| ○ | Bitmap.Config.ARGB_4444 | | |
| ○ | Bitmap.Config.ALPHA_8 | | |
| ⦿ | Bitmap.Config.ARGB_8888 | ✔ 1.00 | |
| Total | | 1.00 / 1.00 | |

## Question 9

[Q#7044]

To set the width of lines drawn:

| Your Answer | | Score | Explanation |
|---|---|---|---|
| ○ | Use paint.setWidth | | |
| ○ | Use paint.setLine | | |
| ○ | Use paint.setLineWidth | | |
| ⦿ | Use paint.setStrokeWidth | ✔ 1.00 | |
| Total | | 1.00 / 1.00 | |

## Question 10

[Q#7045]

To load a bitmap resource from res/drawables directories as a Bitmap object:

| Your Answer | Score | Explanation |
| --- | --- | --- |
| ⚪ Use loadBitmap(…) and pass in the filename | | |
| ⚪ Use getBitmap(…) and pass in an integer value from R.drawable | | |
| ⚫ Use BitmapFactory.decodeResource(…) and pass in getResources() and a value from R.drawable | ✔ 1.00 | |
| Total | 1.00 / 1.00 | |

# Question 11

[Q#7047]

True or false? To pick an image from the Gallery use an intent with ACTION_GET_CONTENT and type `image/*`.

| Your Answer | Score | Explanation |
| --- | --- | --- |
| ⚫ True | ✔ 1.00 | |
| ⚪ False | | |
| Total | 1.00 / 1.00 | |

# Question 12

[Q#7048]

To get information back after a child activity completes, start the activity using:

| Your Answer | Score | Explanation |
|---|---|---|
| ◯ getActivityForResult | | |
| ◯ getActivityResult | | |
| ◯ startActivity | | |
| ⦿ startActivityForResult | ✔ 1.00 | |
| Total | 1.00 / 1.00 | |

# Question 13

[Q#7057]

Write the missing code to create an bitmap object from an input stream.

```
_____.decodeStream( stream );
```

**You entered:**

BitmapFactory

| Your Answer | Score | Explanation |
|---|---|---|
| BitmapFactory | ✔ 1.00 | |
| Total | 1.00 / 1.00 | |

# Question 14

[Q#7077]

Write the missing code to return the width of a bitmap.

```
int w = bitmap._____;
```

**You entered:**

getWidth()

| Your Answer | | Score | Explanation |
|---|---|---|---|
| getWidth() | ✔ | 1.00 | |
| Total | | 1.00 / 1.00 | |

## Question 15

[Q#7078]

Select the best response. Which one of the following is true?

| Your Answer | Score | Explanation |
|---|---|---|
| ⚪ "final String" means the variable will always point to the same String object | | |
| ⚪ By default BitmapFactory.decodeStream creates an immutable bitmap | | |
| ⚪ Immutable means cannot be modified | | |
| ⦿ All of the other responses are correct. | ✔ 1.00 | |
| Total | 1.00 / 1.00 | |

# Question 16

[Q#7083]

Write the missing code so that the expression is true if the bitmap pointer is pointing at a valid object.

```
mBitmap != ____
```

**You entered:**

null

| Your Answer | | Score | Explanation |
|---|---|---|---|
| null | ✔ | 1.00 | |
| Total | | 1.00 / 1.00 | |

# Question 17

[Q#7084]

Write the missing code so that the expression is true if the counter is not equal to 7.

```
count __ 7
```

**You entered:**

!=

| Your Answer | | Score | Explanation |
|---|---|---|---|
| != | ✔ | 1.00 | |
| Total | | 1.00 / 1.00 | |

# Question 18

[Q#7085]

Write the missing code so that the expression is true if the pointer is null.

```
result __ null
```

**You entered:**

```
==
```

| Your Answer | | Score | Explanation |
|---|---|---|---|
| == | ✔ | 1.00 | |
| Total | | 1.00 / 1.00 | |

# Question 19

[Q#7087]

The constructor new File(path,filename)

| Your Answer | Score | Explanation |
|---|---|---|
| ⚪ Creates a new Java object and creates a file on the file system | | |
| ⚪ Throws an exception of the file does not exist | | |
| ⦿ Creates a new Java object but does not modify the file system | ✔ 1.00 | |
| Total | 1.00 / 1.00 | |

# Question 20

[Q#7090]

To immediately tell Android that a new image exists and should be included in the gallery:

| Your Answer | Score | Explanation |
|---|---|---|
| ◯ Use ACTION_SD_CARD_CHANGED intent, call setData then sendBroadcast | | |
| ◯ Use ACTION_MEDIA_SCANNER_SCAN_FILE intent, call setUri then startActivityForResult | | |
| ◉ Use ACTION_MEDIA_SCANNER_SCAN_FILE intent, call setData then sendBroadcast | ✔ 1.00 | |
| ◯ Use ACTION_SD_CARD_CHANGED intent, call setData then startActivityForResult | | |
| ◯ No additional code is necessary. | | |
| Total | 1.00 / 1.00 | |