

IN-LECTURE QUESTIONS FOR VIDEO 6.6

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

1. You expect to find the Android and tool namespaces defined:
 - a. At the top of the Java Activity file
 - b. At the bottom of the Java Activity file
 - c. In the first tag of the XML layout file
 - d. In the last tag of the Android manifest file
2. To justify an item to the right in a vertical linear layout use:
 - a. `android:layout_position="right"`
 - b. `android:layout_gravity="right"`
 - c. `android:justify="right"`
 - d. `android:position="rightof"`
 - e. `android:horizontal_offset="right"`
3. True or false? The purpose of the `android:fillViewport` attribute is to ensure that the `ScrollView` can expand to occupy the entire viewport area.
 - a. True
 - b. False
4. Spare space inside a `LinearLayout` is proportionately shared with child views that have a non-zero _____ value.
 - a. `android:layout_weight`
 - b. `android:layout_gravity`
 - c. `android:gravity`
 - d. `android:layout_space`
 - e. `android:space`
5. If 2 child views of a vertical `LinearLayout` both have a `layout_weight` of 7, then:
 - a. The views must always be the same height
 - b. The views will be the same height if there is spare vertical space
 - c. The views must be the same height if there is spare horizontal space
 - d. The views will be the same height if there is no spare vertical space
6. Write the missing XML code to specify the minimum height of 3 lines for an edit text.
`android:_____="3"`
7. Which one of the following will make a view invisible and not require any space in a linear layout?
 - a. `android:visibility="invisible"`
 - b. `android:visibility="gone"`

8. A view inside a LinearLayout is changed from visible to invisible. Will any other subsequent child views move?
- Yes, the other subsequent child views will move.
 - No, no other views will be affected.
9. Which one of the following is correct?
- The method `addTextChangedListener` is a method on an `EditText` view.
 - The method `addTextChangedListener` takes a pointer to a `TextWatcher` object.
 - Both of the other options are correct.
10. True or false? A `TextWatcher` interface defines 3 methods (`onTextChanged`, `beforeTextChanged`, `afterTextChanged`).
- True
 - False
11. In Java code, `&&` means:
- and
 - or
 - not
12. To see if 2 int values are equal:
- Use `".equals"`
 - Use `==`
 - Use `"is_same"`
13. Write the missing code to compare the view's visibility to the `View.VISIBLE` constant. (The completed code should evaluate to true when the view is visible.)
- ```
view.getVisibility() _____ View.VISIBLE
```
14. `"getVisibility()"` is a:
- Class
  - Method defined in the Activity class
  - Method defined in the View class
  - Constant integer value
15. Which one of the following is true for `"getVisibility()"`?
- It can return 3 different int values (`VISIBLE`, `INVISIBLE`, `GONE`)
  - It can return 2 different boolean values (true or false)
  - It can return 4 different String values (`"ready"`, `"true"`, `"false"`, `"gone"`)
16. Check all that apply. Which of the following are valid Java code (assume that x is an int variable)?
- `x - 1 = x;`
  - `x = x + 1;`
  - `x = 0;`
  - `x = 2 * x;`

17. Which one of the following is the best example of the syntax of an if-else statement in Java?

- a. `if(____) { ... } else { ... }`
- b. `if{____} { ... } else { ... }`
- c. `if{____} ( ... )`
- d. `{ ... } if (____)`

18. The code below is an example of \_\_\_\_\_.

```
if(____) { ... } else { ... }
```

- a. Conditional execution (one or the other block of code '{...}' will be executed)
- b. Iterative execution (one of the code blocks '{...}' will be repeatedly executed)
- c. Random execution (either one of the code blocks will be executed)

19. To refer to the original MainActivity object inside the inner TextWatcher object , use:

- a. `(MainActivity)this`
- b. `this.MainActivity`
- c. `MainActivity.this`

20. The code `implements TextWatcher`

- a. Appears at the beginning of the Java file before the import statements
- b. Appears at the end of the Java file
- c. Appears in the layout xml
- d. Appears immediately after `extends Activity`

21. If the activity "implements TextWatcher" then which one of the following is valid code inside the Activity class?

- a. `edit.setListener(this)`
- b. `edit.setWatcher(this)`
- c. `edit.addTextChangedListener(this)`
- d. `edit.setTextWatcher ( (TextWatcher) this)`

22. To use a string entry named 'duck' in strings.xml in the Activity file use:

- a. `getString(R.string.duck)`
- b. `getResource(R.string.duck)`
- c. `getString(R.id.duck)`
- d. `getResource(R.id.duck)`

23. True or false? All instances of the "MainActivity" string can be replaced with the tag variable using "Extract constant" in the refactor menu.

- a. True
- b. False

24. The typical variable name used to point to the Android Log tag string is:

- a. TAG
  - b. CLASSNAME
  - c. name
  - d. pattern
-

**ANSWER KEY:**

1. c
2. b
3. a
4. a
5. b
6. minLines
7. b
8. b
9. c
10. a
11. a
12. b
13. ==
14. c
15. a
16. b, c, d
17. a
18. a
19. c
20. d
21. c
22. a
23. a
24. a