Feedback — Week 5 Quiz

Help

You submitted this quiz on **Wed 22 Jan 2014 8:47 AM PST**. You got a score of **20.00** out of **20.00**.

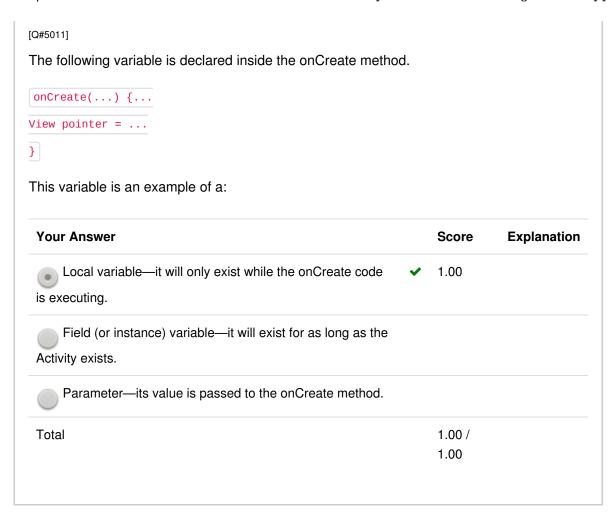
Question 1 [Q#5002] The NCSA (National Center for Supercomputing Applications) at Illinois, with the help of CS undergrads, helped popularize the World Wide Web by: Your Answer Score Explanation Releasing a cross-platform, free multimedia web browser, Mosaic ✓ 1.00 Creating computer science web pages Improving download speeds Total 1.00 / 1.00 1.00 / 1.00

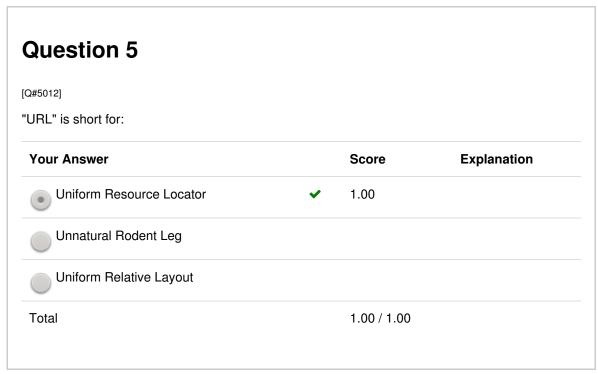
Question 2 [Q#5003] Which of the following are true? Unlike Android app programming, when writing pure-Java programs: Your Answer Score Explanation You cannot use 'for' or 'while' loops. ✓ 0.17

You need to write a method called 'main' which is the starting point of your Java program.	~	0.17
You need to learn about and use different graphics and window classes different from those used by Android apps.	~	0.17
You cannot create methods or classes.	~	0.17
You cannot use primitive values such as 'int', 'long', 'float', or 'double'.	~	0.17
You cannot use 'if' or 'else'.	~	0.17
Total		1.00 /
		1.00

Question 3 [O#5005] <html><head><title>Hello</title></head><body>Hello world</body> </html> is an example of: Your Answer Score Explanation A web page written in HTML A Library file Android Manifest A Java program Total 1.00 / 1.00

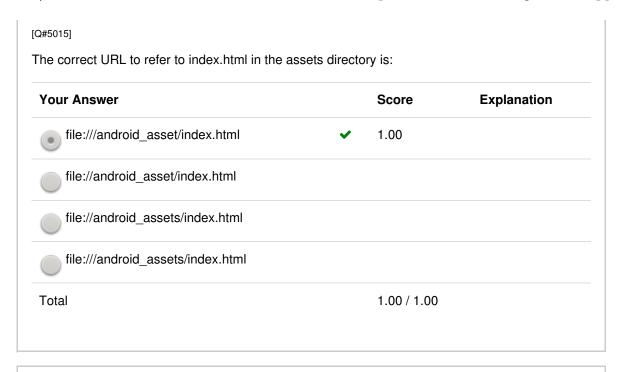
Question 4





Question 6			
[Q#5013]			
When developing apps it is useful to:			
Your Answer		Score	Explanation
Make tiny or small changes and test often.	~	1.00	
Make lots of changes before testing.			
Never test until you have worked for at least 2 days.			
Total		1.00 / 1.00	

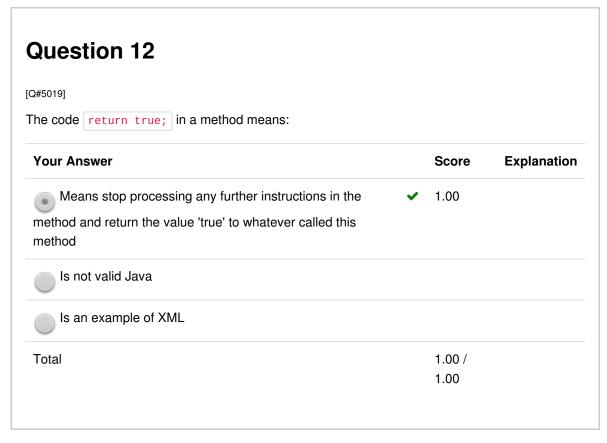
Question 8

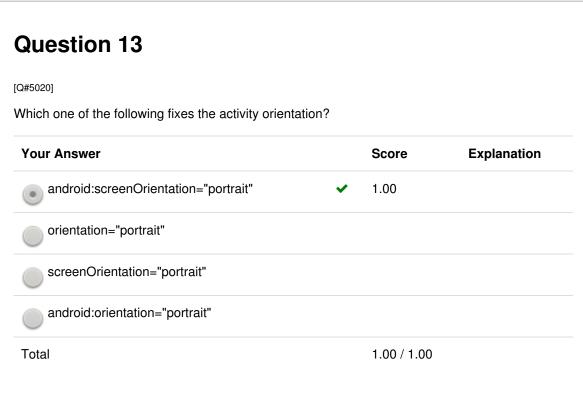


Question 9 [Q#5016] If a web view attempts to load a page from the Internet and the app does not have Internet permission listed in the Manifest then: **Your Answer Score Explanation** WebView displays a "WebPage is not available" 1.00 message The page is loaded in the browser instead Android will first ask the user if the app can use the Internet The app will crash 1.00 / Total 1.00

Question 10 [Q#5017] Back button support is added: **Your Answer Score Explanation** By adding code to the Activity to handle the onKeyDown 1.00 event By adding attributes to the Layout xml to handle the onBackButton property By adding attributes to the Manifest to handle the onBackButton property By adding code to the Activity to handle the onBackButton event Total 1.00 / 1.00

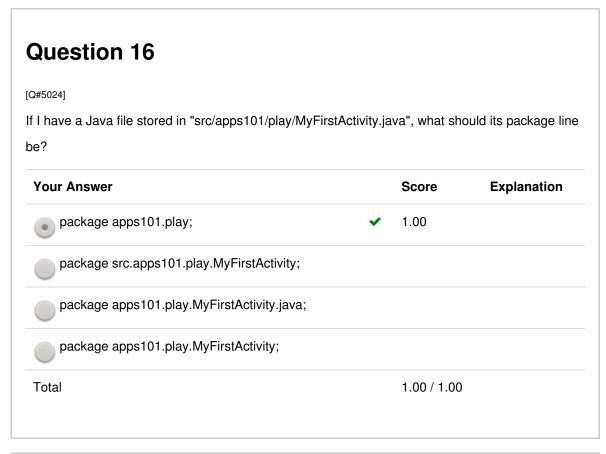
Question 11			
Q#5018]			
The code WebView pointer;			
Your Answer		Score	Explanation
Creates a pointer (that can point to WebViews); it does not create any WebView objects	~	1.00	
Creates a new WebView			
Total		1.00 /	
		1.00	

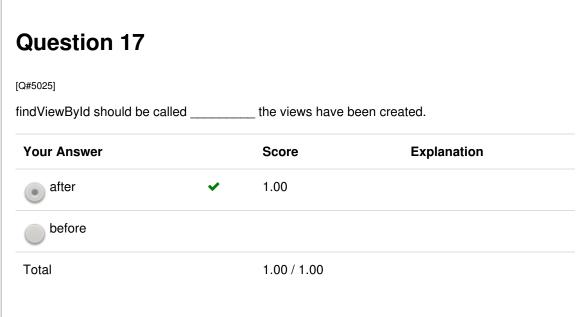




Question 14 [Q#5021] True or false? In the Manifest, android.permission.INTERNET is an example of a "Uses Permissions" entry. Your Answer Score Explanation True ✓ 1.00 False Total 1.00 / 1.00

Question 15 [Q#5023] Select all that are true. The package line: **Your Answer Score Explanation** 0.25 Cannot appear twice in the same Java file Appears at the end of the Java file (after the class 0.25 definition) Appears at the top of the Java file (before the import and 0.25 class definition) Must agree with the directory path of the Java file 0.25 Total 1.00 / 1.00





Question 18		
[Q#5027]		

Which of the following starts an Activity, 'HighScoreScreen.java' in the same package?

Your Answer

Score

Explanation

Intent go = new Intent();

go.setClass(this, HighScoreScreen.class);

startActivity(go);

Intent go = new Intent();

startActivity(go);

Intent go = new Intent();

go.setClass(this, HighScoreScreen.class);

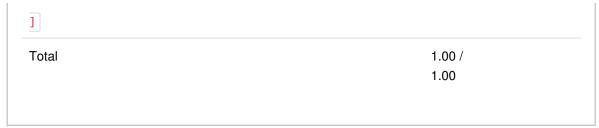
Intent go = new Intent();

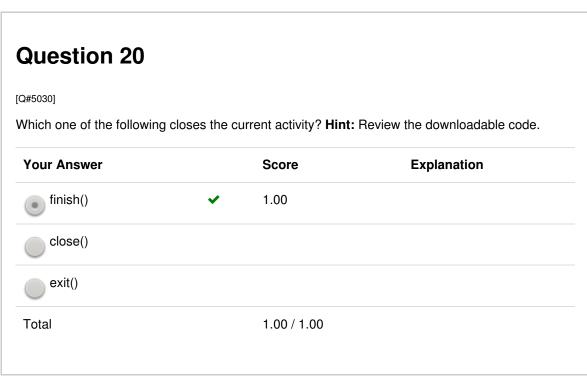
go.setClass(this, HighScoreScreen.class);

Total

1.00 / 1.00

Question 19 [Q#5029] Which of the following is the correct Java syntax to use a conditional 'if' statement so that part of your code may or may not be executed? **Your Answer Explanation Score** if(something that evaluates to true or false) { 1.00 statements in here } {statements in here} if (something that evaluates to true or false); <if> statements in here </if> if(something that evaluates to true or false) [statements in here





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