

## 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 1

[Q#7002]

Write the missing code to get a private SharedPreferences.

```
getPreferences(_____)
```

You entered:

```
MODE_PRIVATE
```

Your Answer		Score	Explanation
MODE_PRIVATE	✓	1.00	
Total		1.00 / 1.00	

### 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
<input checked="" type="checkbox"/> The value of len will be 5 if one() then two() are executed.	✖ 0.00	
<input checked="" type="checkbox"/> The method 'two' may throw a NullPointerException because the field mHello is never changed.	✔ 0.25	
<input checked="" type="checkbox"/> To correct this mistake, change "String mHello=" to just "mHello=" inside method one().	✔ 0.25	
<input type="checkbox"/> The code will not compile because two variables are called mHello.	✔ 0.25	
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
<input checked="" type="checkbox"/> tv.setText(s);	✓	0.33	
<input checked="" type="checkbox"/> tv.setText(R.string.app_name);	✓	0.33	
<input checked="" type="checkbox"/> tv.setText("123");	✓	0.33	
Total		1.00 / 1.00	

## Question 5

[Q#7016]

Which one of the following is correct?

Your Answer		Score	Explanation
<input type="radio"/> By default, Activity implements OnClickListener			
<input type="radio"/> String constants must be declared inside the onCreate method			
<input checked="" type="radio"/> String constants are usually written in ALL UPPERCASE	✓	1.00	

Total	1.00 / 1.00
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### 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
<input type="radio"/> False		
<input checked="" type="radio"/> 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
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setOnClickListener	✓	1.00
Total		1.00 / 1.00

## Question 8

[Q#7036]

The reason to create a Canvas object for a bitmap object is:

Your Answer	Score	Explanation
<input type="radio"/> To display a bitmap		
<input type="radio"/> To display a scrollable portion of the bitmap		
<input checked="" type="radio"/> To modify (paint onto) a bitmap	✓ 1.00	
Total		1.00 / 1.00

## Question 9

[Q#7038]

Write the missing code to connect the bitmap to the image object.

```
bm = Bitmap.createBitmap(48,48,Bitmap.Config.ARGB_8888)
ImageView view = new ImageView(this);
view._____(bm);
setContentView(view);
```

You entered:

setImageBitmap

Your Answer	Score	Explanation
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setImageBitmap	✓	1.00
Total		1.00 / 1.00

## Question 10

[Q#7046]

True or false? The code `new OnClickListener() { ... }` creates a new Java Object that implements the OnClickListener interface.

Your Answer	Score	Explanation
<input type="radio"/> False		
<input checked="" type="radio"/> True	✓ 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
<input type="checkbox"/> <pre>if(resultCode == RESULT_OK    requestCode == 123) {     doXYZ... }</pre>	✓ 0.25	
<input checked="" type="checkbox"/> <pre>if(resultCode == RESULT_OK) {     if(requestCode == 123) {         doXYZ...     } }</pre>	✓ 0.25	

<pre>} } }</pre>		
<input checked="" type="checkbox"/>	<pre>if(resultCode == RESULT_OK &amp;&amp; requestCode == 123) {     doXYZ... }</pre>	✓ 0.25
<input checked="" type="checkbox"/>	<pre>if(requestCode == 123) {     if(resultCode == RESULT_OK) {         doXYZ...     } }</pre>	✓ 0.25
Total		1.00 / 1.00

## Question 12

[Q#7054]

The method `onActivityResult` includes three parameter values: the `int requestCode`, `resultCode` and a third parameter which is:

Your Answer	Score	Explanation
<input type="radio"/> An InputStream		
<input type="radio"/> An Uri		
<input type="radio"/> A File		
<input checked="" type="radio"/> An Intent	✓ 1.00	
Total	1.00 / 1.00	

## Question 13

[Q#7070]

What is the value of 'total' when this code completes?

```
int remain = 10;  
int total = 100;  
while(remain > 0) { total = total + 3; remain = remain - 1; }
```

You entered:

130

Your Answer	Score	Explanation
130	✓ 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
<input type="radio"/> 3200 KB or more		
<input type="radio"/> 1600 KB		
<input type="radio"/> 800 KB		
<input type="radio"/> 400 KB		
<input type="radio"/> 200 KB		



<input type="radio"/> 100 KB	✓	1.00
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<input type="radio"/> 8 KB or less		
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Total		1.00 / 1.00
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## Question 15

[Q#7081]

True or false? If the alpha value is zero you have made fully transparent paint.

Your Answer	Score	Explanation
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<input type="radio"/> False		
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<input checked="" type="radio"/> True	✓	1.00
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Total		1.00 / 1.00
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## 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
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<code>null</code>	✓	1.00
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Total	1.00 / 1.00
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## Question 17

[Q#7086]

Which class is the method 'getExternalStoragePublicDirectory' in?

Your Answer	Score	Explanation
<input type="radio"/> Activity		
<input type="radio"/> Storage		
<input type="radio"/> Resources		
<input checked="" type="radio"/> Environment	✓ 1.00	
Total	1.00 / 1.00	

## Question 18

[Q#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

## Question 19

[Q#7091]

Write the missing code to set up an ACTION\_SEND intent to share a jpg image.

```
intent.setType("_____");
```

```
intent.putExtra(Intent.EXTRA_STREAM, uri);
```

**You entered:**

image/jpeg

Your Answer	Score	Explanation
image/jpeg	✓ 1.00	
Total	1.00 / 1.00	

## Question 20

[Q#7093]

System.currentTimeMillis() returns a primitive integer value, an 8 byte Java type 'long', which represents:

Your Answer	Score	Explanation
<input type="radio"/> The number of milliseconds since Midnight Jan 1 2001 UTC		
<input type="radio"/> The number of seconds since the phone started		
<input checked="" type="radio"/> The number of milliseconds since Midnight Jan 1 1970	✓ 1.00	

UTC	
Total	1.00 / 1.00

