IN-LECTURE QUESTIONS FOR VIDEO 8.2

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

1. Which one of the following is correct for `canvas.rotate(a,b,c)`?
   a. a is the angle, b and c describe the point about which to rotate
   b. c is the angle, a and b describe the point about which to rotate

2. After the `canvas.drawBitmap(bitmap,x,y,null)` executes, the color at the position (x,y) will be depend on:
   a. The center of the bitmap
   b. The top-left corner of bitmap
   c. The top-right corner of bitmap
   d. The bottom-left corner of bitmap
   e. The bottom-right corner of bitmap
   f. None of the other options are correct.

3. Write the missing code. The opposite of `canvas.save()` is `canvas._____()`

4. Write the missing code to request a view to be redrawn after 1 second.
   `view.postInvalidateDelayed(_____);`

5. True or false? If you write the code `this.postInvalidateDelayed(50);` or just `postInvalidateDelayed(50);` then you are probably writing code inside a class that extends android.view.View
   a. True
   b. False

6. Check all that apply. Which of the following are true?
   a. A variable of type 'float' can store non-integer values, e.g. 1.5
   b. The value '0.8' in Java is a constant of type 'double'
   c. The value '0.8' in Java is a constant of type 'float'
   d. If you multiply float and double types together the result is a double
   e. If you multiply int and double types together the result is a double

7. Check all that apply. Which of the following are true?
   a. To specify a constant value is of type float append 'f' to the number, e.g. 1.5f
   b. 'float' is short for floating point
   c. To convert a double value into a float use '(float)(...)'
   d. To convert a double value into a float use 'float()'

8. Select the best response. Which one of the following is true?
   a. The canvas and view have the same dimensions (same width, same height).
   b. The canvas height can be larger than the view height.
   c. The view height can be larger than the canvas height.

9. To process finger events, implement:
   a. OnTouchListener
   b. OneDirectionListener
   c. OnFingerMovedListener

10. The method onTouch in the OnTouchListener interface returns:
    a. void (the code will not return a value)
    b. boolean (the code will return true or false)
    c. int (the code will return an integer value)

ANSWER KEY:

1. a
2. b
3. restore
4. 1000
5. a
6. a, b, d, e
7. a, b, c
8. b
9. a
10. b