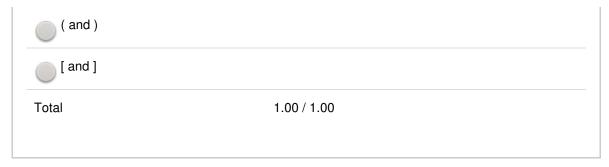
Feedback — Week 4 Quiz

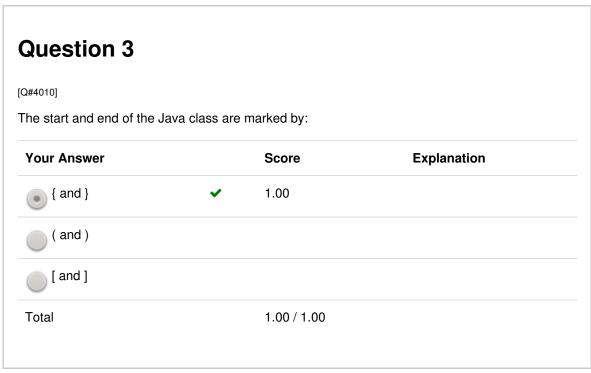
Help

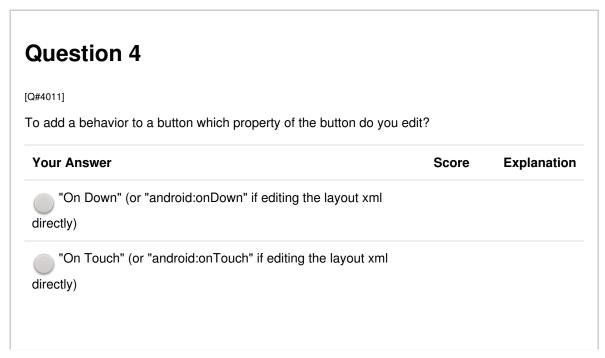
You submitted this quiz on **Sat 18 Jan 2014 8:55 AM PST**. You got a score of **19.00** out of **20.00**. You can attempt again, if you'd like.

#4007]			
ava statements end with:			
Your Answer		Score	Explanation
	~	1.00	
?			
(:-)			
Nothing (no punctuation is required)			
Total		1.00 / 1.00	

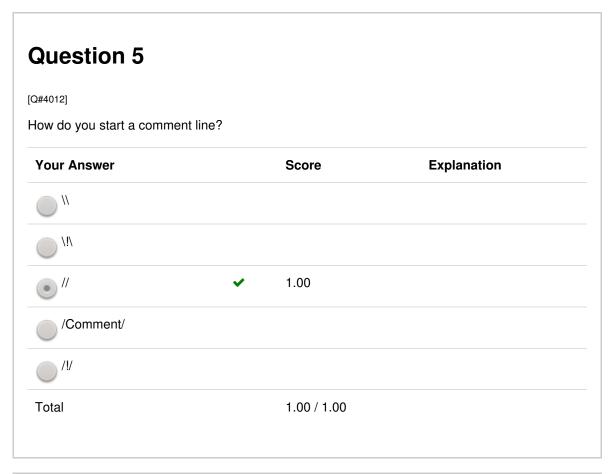








"On Click" (or "android:onClick" if editing the layout xml directly)	~	1.00
"On Touched" (or "android:onTouched" if editing the layout xml directly)		
Total		1.00 / 1.00



Question 6		
[Q#4013] The Java code to open a web browser has been reord order?	ered. Which of the follow	ing is the correct
Your Answer	Score	Explanation

```
Intent i = new Intent(Intent.ACTION_VIEW);
i.setData(Uri.parse(url));
startActivity(i);
Intent i = new Intent(Intent.ACTION_VIEW);
i.setData(Uri.parse(url));

i.setData(Uri.parse(url));
startActivity(i);
Intent i = new Intent(Intent.ACTION_VIEW);

Total

1.00 / 1.00
```

Question 7

[Q#4019]

True or False? Using the onClick property it is possible to configure 2 buttons to use 2 different methods inside the same Java file.

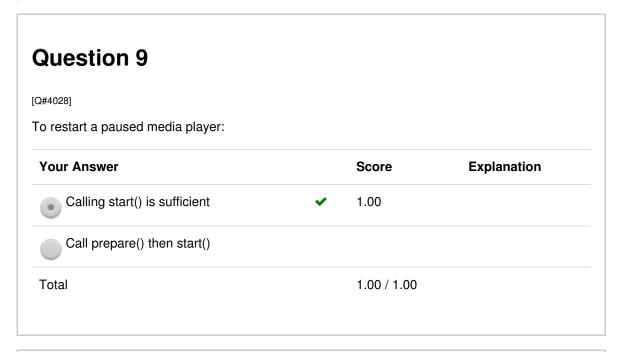
Your Answer		Score	Explanation
True			
False	×	0.00	
Total		0.00 / 1.00	

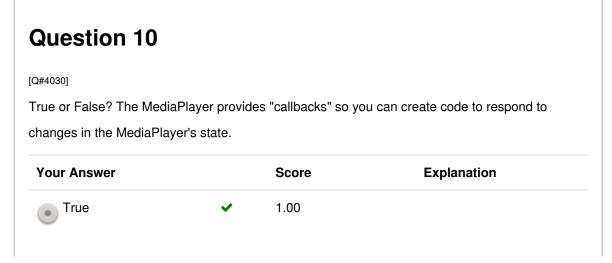
Question 8

[Q#4024]

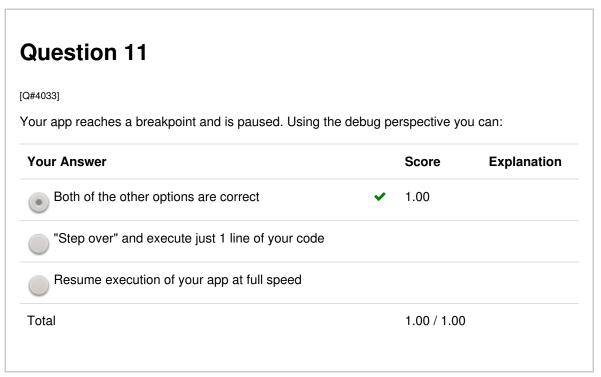
The method "onCreate" is an example of an Activity lifecycle method. Which of the following are also lifecycle methods? Check all that apply.

our Answer		Score	Explanation
onResumed	~	0.25	
onPause	~	0.25	
onResume	~	0.25	
onPaused	~	0.25	
otal		1.00 / 1.00	



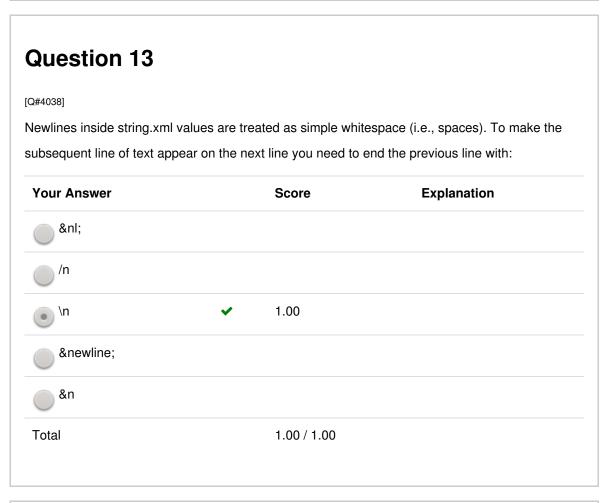


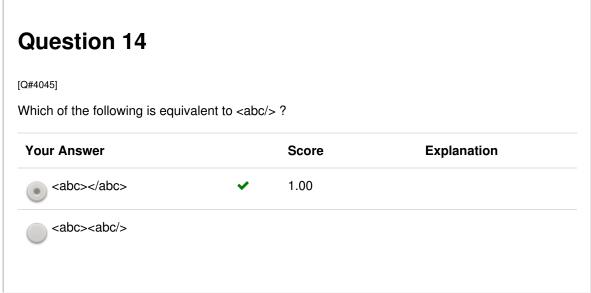




Question 12			
[Q#4035]			
Check all that apply. Java code written on the same line after "//"			
Your Answer		Score	Explanation
Will never be executed (run)	~	0.25	
Does not need to be correct	~	0.25	
Is completely ignored by the compiler because "//" means a comment follows	~	0.25	
Will cause a compile error and a message in the problems view	~	0.25	

Total 1.00 / 1.00







Question 15 [Q#4046] The android:layout_height="0dp": (Hint: There may be more than 1 correct response.) **Your Answer Explanation** Score Means the view will be invisible. 0.25 Means the height of the view can be changed later due to 0.25 other layout constraints. Is a common practice and often seen in relative and linear 0.25 layouts. Is an invalid height value for relative and linear layouts. 0.25 Total 1.00 / 1.00

Question 16

[Q#4047]

An image has the following attributes. Assume there are no other attributes set.

android:layout_width="320dp"
android:layout_height="320dp"

Which of the following is true?

Your Answer Score Explanation

The image will be close to 2 inches wide by 2 inches tall, but the number of pixels will depend on the device screen density.	•	1.00
The image is 32 by 32 pixels, but its physical size will depend on the device.		
The image is 320 by 320 pixels, but its physical size will depend on the device.		
Total		1.00 / 1.00

Question 17

[Q#4053]

Code duplication (when you write the same or nearly the same piece of code more than once) is an example of:

Your Answer		Score	Explanation
A code smell; there's usually a better way to do it!	~	1.00	
A best-practice and is encouraged; the more lines of coc	de		
the better!			
		1.00 /	

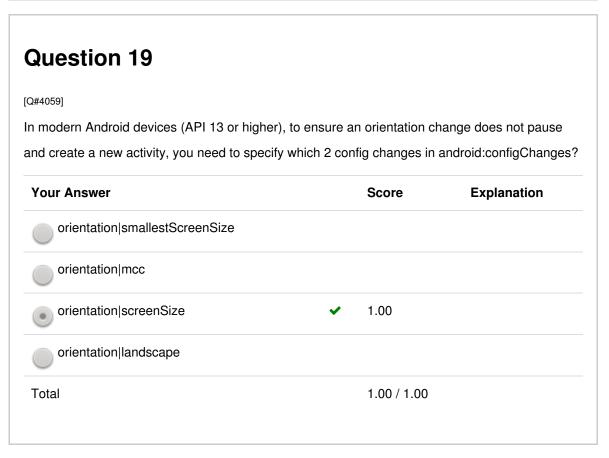
Question 18

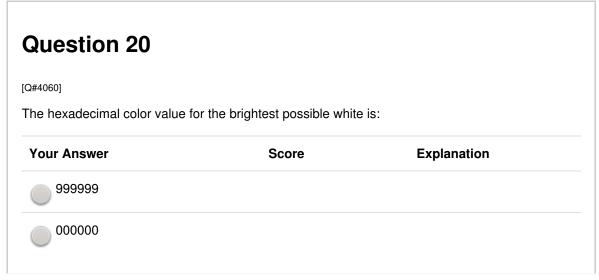
[Q#4056]

The displayed application name uses:

Your Answer Score Explanation

The Android manifest attribute "app:label"	~	1.00
The Android manifest attribute "app:name"		
Total		1.00 / 1.00





• fffff	~	1.00
fofofo		
Total		1.00 / 1.00

https://class.coursera.org/androidapps 101-0...