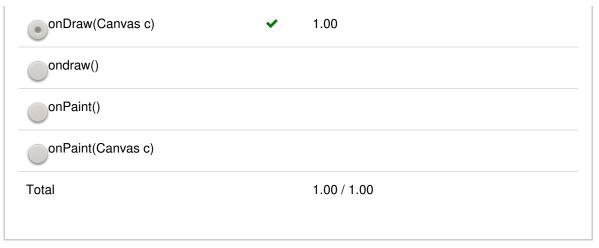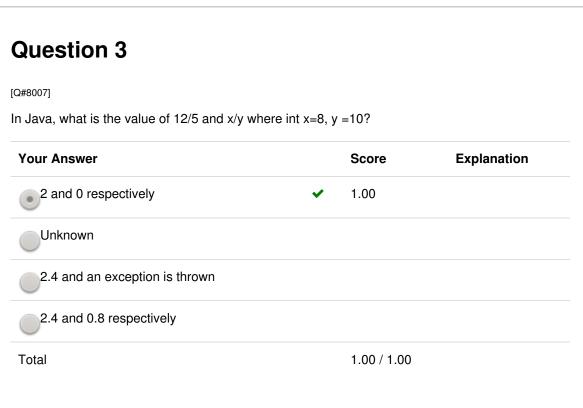# Feedback — Week 8 Quiz

You submitted this quiz on **Fri 14 Feb 2014 2:34 PM PST**. You got a score of **19.00** out of **20.00**. You can attempt again, if you'd like.

Question 1

[Q#8005]

Which of the following hexadecimal values is opaque blue?

Your Answer		Score	Explanation
⚪ ffff0000			
⚪ ff00ff00			
⚪ ff0000ff			
⚪ 80ff0000			
⚪ 8000ff00			
⦿ 800000ff	✖	0.00	
Total		0.00 / 1.00	

Question 2

[Q#8006]

Which View method do you override to customize the redrawing of a view?

Your Answer	Score	Explanation
⚪ onDraw()		

onDraw(Canvas c)   ✔   1.00

ondraw()

onPaint()

onPaint(Canvas c)

Total   1.00 / 1.00

Question 3

[Q#8007]

In Java, what is the value of 12/5 and x/y where int x=8, y =10?

Your Answer		Score	Explanation
2 and 0 respectively	✔	1.00	
Unknown			
2.4 and an exception is thrown			
2.4 and 0.8 respectively			

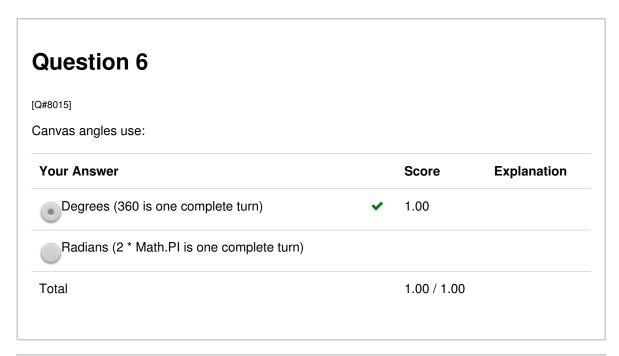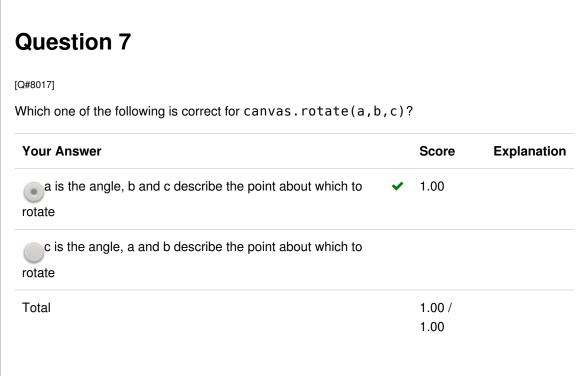Total   1.00 / 1.00

Question 4

[Q#8009]

Write the missing code to cast the int value to ensure that float division, not integer division, is used.

```
float scale = v.getHeight() / ( _____ bitmap.getHeight() );
```

You entered:

(float)

Your Answer	Score	Explanation
(float)	✔ 1.00	
Total	1.00 / 1.00	

Question 5

[Q#8014]

True or false? `canvas.rotate(90)` is equivalent to `canvas.rotate(90,0,0)`?

Your Answer	Score	Explanation
⦿ True	✔ 1.00	
◯ False		
Total	1.00 / 1.00	

Question 6

[Q#8015]

Canvas angles use:

Your Answer		Score	Explanation
● Degrees (360 is one complete turn)		✔ 1.00	
○ Radians (2 * Math.PI is one complete turn)			
Total		1.00 / 1.00	

Question 7

[Q#8017]

Which one of the following is correct for `canvas.rotate(a,b,c)`?

Your Answer		Score	Explanation
● a is the angle, b and c describe the point about which to rotate		✔ 1.00	
○ c is the angle, a and b describe the point about which to rotate			
Total		1.00 / 1.00	

Question 8

[Q#8019]

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

You entered:

restore

Your Answer		Score	Explanation
restore	✔	1.00	
Total		1.00 / 1.00	

Question 9

[Q#8022]

Check all that apply. Which of the following are true?

Your Answer	Score	Explanation
☑ The value '0.8' in Java is a constant of type 'double'	✔ 0.20	
☑ A variable of type 'float' can store non-integer values, e.g. 1.5	✔ 0.20	
☑ If you multiply float and double types together the result is a double	✔ 0.20	
☑ If you multiply int and double types together the result is a double	✔ 0.20	
☐ The value '0.8' in Java is a constant of type 'float'	✔ 0.20	
Total	1.00 / 1.00	

Question 10

[Q#8023]

Check all that apply. Which of the following are true?

Your Answer		Score	Explanation
☑	'float' is short for floating point	✔ 0.25	
☐	To convert a double value into a float use 'float()'	✔ 0.25	
☑	To specify a constant value is of type float append 'f' to the number, e.g. 1.5f	✔ 0.25	
☑	To convert a double value into a float use '(float)(...)'	✔ 0.25	
Total		1.00 / 1.00	

Question 11

[Q#8025]

To process finger events, implement:

Your Answer	Score	Explanation
⚪ OnFingerMovedListener		
⚪ OneDirectionListener		
⦿ OnTouchListener	✔ 1.00	
Total	1.00 / 1.00	

Question 12

[Q#8030]

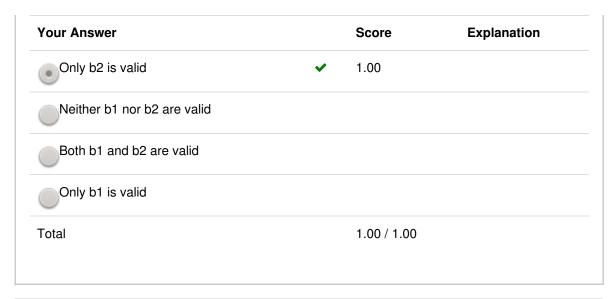Which of the following are possible single-touch action sequences ("down" = "ACTION_DOWN"

etc.)?

Your Answer	Score	Explanation
⚪ down, up		
🔘 All of the other options are correct.	✔ 1.00	
⚪ down, move, move, up		
⚪ down, cancel		
⚪ down, down, up		
Total	1.00 / 1.00	

Question 13

[Q#8033]

To automatically convert a dimension value named 'xyz' that includes a value and units (e.g. 160dp, 16sp, 32px) into screen pixels use:

Your Answer	Score	Explanation
⚪ `getResources().getDimensionalSize("xyz");`		
⚪ `getResources().getDimensionalSize(R.xml.xyz);`		
🔘 `getResources().getDimensionPixelSize(` `R.dimen.xyz);`	✔ 1.00	
Total	1.00 / 1.00	

Question 14

[Q#8036]

Which one of the following best describes refactoring code?

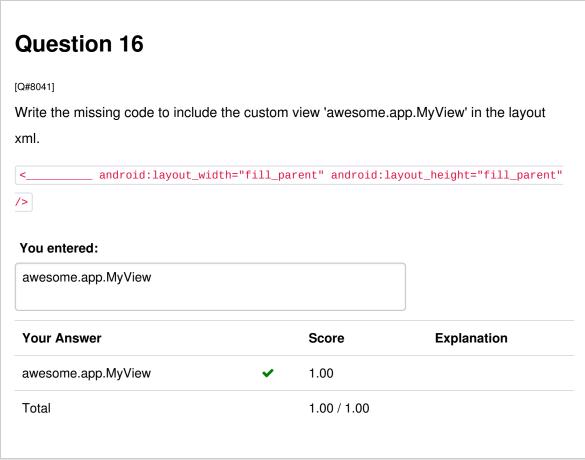| Your Answer	Score	Explanation
⦿ Changing or improving the structure of code without changing its desired behavior	✔ 1.00	
◯ Moving facts and constants into text files		
◯ Creating factory methods		
◯ Extracting prime factors from all constants		
Total	1.00 / 1.00	

Question 15

[Q#8038]

Which of the following methods, b1 or b2, can use the activity object as shown below?

```
class MyActivity {

/* Im a nested static class */

public static class View1 {

  public void b1() {Context c = MyActivity.this;}

}

/*I'm an inner (non-static) class */

public class View2 {

  public void b2() {Context c = MyActivity.this;}

   }

}
```
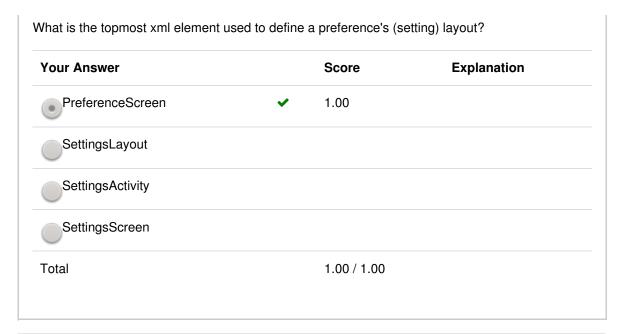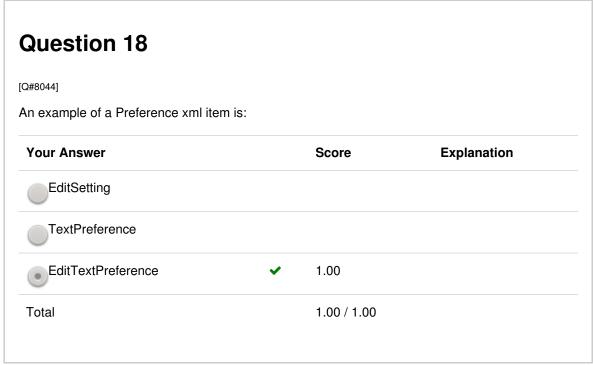
Your Answer	Score	Explanation
⦿ Only b2 is valid	✔ 1.00	
◯ Neither b1 nor b2 are valid		
◯ Both b1 and b2 are valid		
◯ Only b1 is valid		
Total	1.00 / 1.00	

Question 16

[Q#8041]

Write the missing code to include the custom view 'awesome.app.MyView' in the layout xml.

```
<_____ android:layout_width="fill_parent" android:layout_height="fill_parent" />
```

You entered:

awesome.app.MyView

Your Answer	Score	Explanation
awesome.app.MyView	✔ 1.00	
Total	1.00 / 1.00	

Question 17

[Q#8042]

What is the topmost xml element used to define a preference's (setting) layout?

Your Answer		Score	Explanation
● PreferenceScreen	✔	1.00	
○ SettingsLayout			
○ SettingsActivity			
○ SettingsScreen			
Total		1.00 / 1.00	

Question 18

[Q#8044]

An example of a Preference xml item is:

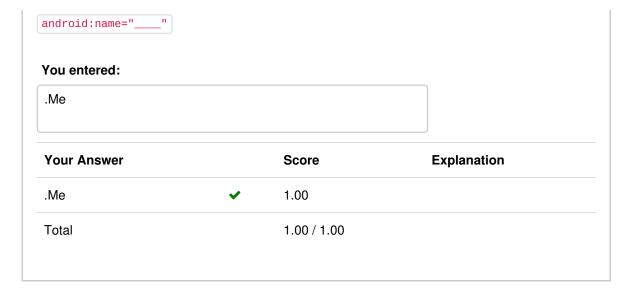| Your Answer		Score	Explanation
○ EditSetting			
○ TextPreference			
● EditTextPreference	✔	1.00	
Total		1.00 / 1.00	

Question 19

[Q#8050]

In the Android manifest the package name is "android.rocks"

Write the alternative 'short-hand' version of `android:name="android.rocks.Me"`

```
android:name="_____"
```

You entered:

.Me

Your Answer		Score	Explanation
.Me	✔	1.00	
Total		1.00 / 1.00	

```
android:name="_____"
```

Question 20

[Q#8051]

Check all that apply. Which of the following are true?

Your Answer		Score	Explanation
☑	@TargetApi(Build.VERSION_CODES. _____) is best used in methods that require a version that is higher than the minimum SDK specified in the manifest	✔ 0.20	
☑	@SuppressWarnings("deprecation") is best used in methods that are written to specifically support older devices	✔ 0.20	
☑	Fragments were introduced in Android 3.0 "Honeycomb" (API level 11)	✔ 0.20	
☐	@SuppressWarnings(Build.VERSION_CODES ._____) is best used in methods that are written to specifically support older devices	✔ 0.20	
☐	@TargetApi("deprecation") is best used in methods that are written to specifically support older devices	✔ 0.20	
Total		1.00 / 1.00	