

---

## CHAPTER 3 QUIZ

1. After creating a Xamarin.Android application, what is stored in the Asset folder of the project?
  - a. Declarative layout files that are used to create user interfaces.
  - b. Source code files that will be compiled at runtime.
  - c. Application resources such as strings and images.
  - d. Any type of file that you would like compiled into the application that is not a resource.
2. What method on the Activity class should be overridden to load the user interface for an Android application?
  - a. OnCreate()
  - b. SetContentView()
  - c. AddView()
  - d. FindViewById<T>
3. When creating a layout with XML, what does the syntax `android:id="@+id/helloLabel"` mean:
  - a. Nothing special – it is just there to help with identifying the element when manually editing the layout file.
  - b. Nothing – that is invalid syntax.
  - c. It tells the Android parser to generate a resource id for the element with the name helloLabel.
  - d. Tells Android to display a string resource name helloLabel in the View.
4. It is possible to develop Android applications using Xamarin.Android using:
  - a. Windows or Linux or OS X with Xamarin Studio, Windows with Visual Studio Professional 2010 or higher.
  - b. OS X with Xamarin Studio, or Windows with Visual Studio Express 2010 or higher.
  - c. Windows or OS X with Xamarin Studio, Windows with Visual Studio Professional 2010 or higher.
  - d. A text editor and command line tools on Windows, Linux, or OS X.
5. Where should string resources be stored?
  - a. Constants inside the file Activity1.cs
  - b. As elements in the file Resources/Values/strings.xml
  - c. As elements in the file Assets/strings.xml
  - d. Hardcoded in each C# class.

---

## Answers

1) D, 2) A, 3) C, 4) C, 5) B