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## CHAPTER 1 QUIZ

1. What are alternate resources?
  - a. Resources that target a specific device or run-time configuration.
  - b. Resources that a user may use to change the appearance of an application.
  - c. Resources that are used by one Android application but exist in another.
  - d. Resources that are not specific to any particular device or form factor
2. What folder in a Mono for Android project are layout files found?
  - a. /Assets/layout
  - b. /Layout
  - c. /Resources/Layout
  - d. The root folder of the project
3. What is the name of the special class that is generated to help access resources programmatically?
  - a. Assets
  - b. R
  - c. Resource
  - d. Activity1
4. When adding resource files to a Mono for Android project, what must the Build Action be set to for the resource to be properly compiled and embedded into the application?
  - a. Compile
  - b. AndroidResource
  - c. Content
  - d. EmbeddedResource

## Answers

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