CHAPTER 1 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 new 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