

Module 4 Quiz

Quiz, 10 questions

4
points

1.

Which of the following correctly describe what an activity is in Android (choose all that apply):

- ☐ An event handler that responds to system-side broadcast announcements
 - ☐ A component that defines a user-facing operation that's displayed on a device screen
 - ☐ A component that runs in the background to perform long-running operations or access remote resources
 - ☐ A message that describes an action to perform or an event that has occurred
-

4
points

2.

Which of the following correctly define what a hook method is (choose all that apply):

- ☐ It is used to customize reusable framework classes to run app-specific logic
 - ☐ It is an unnamed block of code that can be passed around and executed later
 - ☐ It is an event handler that responds to broadcast announcements
 - ☐ It is the smallest unit of execution for sequences of programmed instructions
-

8
points

3.

Which of the following are lifecycle hook methods provided by Android's activity framework (choose all that apply):

- ☐ onStop()

☐ onResume()

☐ onStart()

☐ onReceive()

☐ onDestroy()

☐ onCreate()

☐ onPause()

☐ onBind()

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points

4.

Which of the following statements about the `startActivityForResult()` method are true (choose all that apply):

☐ This method is asynchronous and two-way

☐ This method is synchronous and two-way

☐ This method is asynchronous and one-way

☐ This method is synchronous and one-way

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points

5.

Which of the following lifecycle hook methods may not be called in low memory situations (choose all that apply):

☐ onStop()

☐ onPause()

☐ onResume()

☐ onDestroy()

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points

6.

Which of the following Android system services call lifecycle hook methods on activities, services, and broadcast receivers (choose all that apply):

- ☐ Location Manager Service
 - ☐ Window Manager Service
 - ☐ Notification Manager Service
 - ☐ Activity Manager Service
-

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points

7.

Which of the following statements accurately reflect what happens when a user enters text via the Android virtual keyboard (choose all that apply):

- ☐ The UI focus is unchanged and no lifecycle hook methods are called
 - ☐ A new activity is started and its onCreate() hook method is called
 - ☐ The onStart() hook method is called back and the activity becomes visible
 - ☐ The onResume() hook method is called back to return UI focus for this screen
-

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points

8.

Which of the following correctly define what a "task" is in the context of Android activities (choose all that apply):

- ☐ It is an unnamed block of code that can be passed around and executed later
- ☐ It is a group of activities a user interacts with when performing a certain job
- ☐ It is a unit of execution for sequences of programmed instructions
- ☐ It is a component that runs in the background performing long-running operations or accessing remote resources

4
points

9.

Which of the following correctly describe how activities can be used in concurrent apps (choose all that apply):

- ☐ All methods called in the UI thread must be short-duration and non-blocking
- ☐ Any long-duration operations must run in background threads via concurrency frameworks
- ☐ UI toolkit components should only be accessed by the UI thread
- ☐ An activity cannot be used in a concurrent app

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points

10.

Which of the following correctly describes the capabilities of the Android HaMeR framework (choose all that apply):

- ☐ It handles asynchronous requests on demand and expresses these requests as intents that are passed between threads and/or processes
- ☐ It enables operations to run in one or more background threads and publish results to the UI thread without directly using threads, handlers, messages, and/or runnables
- ☐ It enables operations to run in one or more background threads and publish results to the UI thread
- ☐ It is a component that runs in the background to perform long-running operations or access remote resources

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