

# 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

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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

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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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4  
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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4  
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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4  
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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4  
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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4  
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

4  
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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