

T.C. İSTANBUL ÜNİVERSİTESİ Mühendislik Fakültesi Bilgisayar Mühendisliği Bölümü



Dersin Kodu: CSBM4119	Dersin Adı: MOBILE PROGRAMMING
Dersin Öğretim Üyesi: Yrd.Doç.Dr. Özgür Can TURNA	Sınav Türü: Ara Sınav
Sınav Tarihi ve Süresi: 09.11.2017 (40dk)	Öğrenci No:
Öğrenci Ad - Soyad:	İmzası:

- 1.(5p) The class definition (code file) of an Activity takes place in folder
 - a. drawable
 - **b.** layout
 - c. manifest
 - d. src
 - e. values
- **2.(5p)** LinearLayout is inherited from
 - a. Activity
 - b. View
 - c. ViewGroup
 - d. Widget
 - e. Layout
- **3. (5p)** In which method we call setContentView method to draw the Activity layout and explain why here.

onCreate() , To load the visual components while the activity loading to memory. We need the visual components to be ready before retrieving them to get data.

- **4. (5p)** While the default language of your android application is English to support Turkish for localization you
 - a. create a Language.java class in src folder.
 - **b.** create a Turkish.xml file in res folder.
 - **c.** create copy of folders in res folder with "-tr" suffix.
 - d. write if-else blocks in each code line to choose the active language of system.
 - e. create another apk with Turkish definitions.
- 5. (5p) When the file in "MyProject/res/layout-large/activity_main.xml" is loaded as an Activity content?
 - **a.** If the user change the language of the android device.
 - **b.** If the user rotate the android device.
 - **c.** If the android device screen has higher resolution then defaults.
 - d. If the android device screen is larger than defaults.
 - e. If the android version is higher than 5.0.
- **6.** (5p) What is the purpose of the code line below?

<uses-sdk android:minSdkVersion="4" android:targetSdkVersion="15" />

- a. Choose the Android Studio version for building.
- **b.** Add backward compatibility in Android Studio 2.0 and upper versions.
- **c.** Add android API functions to the project.
- **d.** Give limitation for installing this app in case of android OS version and set building sdk version.
- e. Add support for multi-user environments up to 15 users.

- 7. (5p) Which one is the Android's best practice to access other app data?
 - a. Activities
 - b. Services
 - c. Broadcast Recievers
 - d. Content Providers
 - e. Intents
- **8.** (5p) Which is not one of the purpose to use Intents.
 - a. To start an Activity in your application.
 - b. To start a Service in your application.
 - c. To send a Broadcast.
 - d. To access data in other applications.
 - e. To start an Activity in another application.
- 9. (5p) Where does this tag take place? <intent-filter>
 - a. Main Activity Source File
 - b. Main Activity Layout (xml) File
 - c. Application Manifest File
 - d. String Definitions File
 - e. In an XML file in "res/layout/intents.xml" location
- 10. (5p) Which function finds a view that was identified by the id attribute from the XML?
 - a. setContentView()
 - **b.** findViewById()
 - c. identifyView()
 - **d.** callResourceId()
 - e. None of the above
- 11. (5p) Which one is not correct?
 - a. Android is an open-source project.
 - **b.** Android is a Linux-based operating system.
 - c. Android applications can only be written in Java programming language.
 - d. Android use Android Runtime (ART) or Dalvik VM (for old ver.) to run normal applications.
 - **e.** Google is the main supporter and developer of Android Project.
- 12. (5p) We want to implement an Implicit Intent to send a data over a suitable app. Write down the necessary codes to force the user to see the app chooser if there is more than one alternating Activity? Intent sendIntent = new Intent(Intent.ACTION SEND);

```
// Always use string resources for UI text.
// This says something like "Share this photo with"
String title = getResources().getString(R.string.chooser_title);
// Create intent to show the chooser dialog
Intent chooser = Intent.createChooser(sendIntent, title);

// Verify the original intent will resolve to at least one activity
if (sendIntent.resolveActivity(getPackageManager()) != null) {
    startActivity(chooser);
}
```

- 13. (5p) If My Activity is playing a video animation and I don't want the user miss a frame of the animation. Best choice to pause animation play can be in _____.
 a. onCreate()
 b. onDestroy()
 - c. onPause()d. onStop()
 - e. onRestart()
- 14. (5p) When onSaveInstanceState() method is called?
 - **a.** When the user press back button and reopen this activity.
 - b. When the user press home button and reopen this activity.
 - **c.** When the device battery is below critical level.
 - d. When activity is loading on the memory.
 - e. When the application is starting.
- **15.** (30p) Open a secondary activity as an open dialog box. The second activity just get a string information from user and return it to the caller.