Batch #16 / Android Class

Remote Learning Assignment - Week 2

Answer **Q1** to **Q6** in any text file. Upload the Android project includes **Q7** and the text file (**Q1** to **Q6**) to your GitHub and **send a direct message to us that you have completed.**

1. What is **Inheritance**? Try to explain in Mandarin.

2. How to **split** a string in Android? Explain your understanding, and even better to attach some sample code.

3. What kind of **key-value** pair collection do we use in Android? Attach a sample code that uses for-loop to print each key-value pair.

4. What's the **difference** between ArrayList and LinkedList? Try to explain in Mandarin.

5. What are **Value Type** variables? List out the Value Type variables you know.

6. What's the **maximum** value of **Int**? If you want to represent integers larger than the limit, what should you do instead of using int variables?

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7. Please follow the screenshots to complete the **UI** which is based on the **andfun-kotlin-android-trivia** project (The toy app for lesson 3 of the Android App Development in Kotlin course on Udacity. Clone the project from GitHub or download the zip file, and then checkout to **Step.11-Solution-Adding-Animation** branch):

      Step 1: Add ProfileFragment class and corresponding fragment_profile.xml.

      Step 2: Follow the screenshot below to implement the components and use your personal avatar and fill in your information.
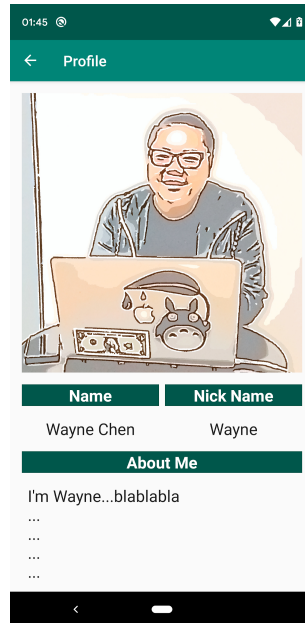
      Step 3: Implement two ways to navigate to ProfileFragment:

        a. Add the third item on Drawer, see the screenshot on the left below.

        b. Add a new button below the NEXT MATCH button of GameWonFragment, see the screenshot on the right below.