

## Quiz- The Dimensions API and Responsive UIs

1. What's NOT true about the `Dimensions` API?
  - a. It allows you to get the `width` and `height` of the current device screen.
  - b. It automatically updates your code when dimensions change.
  - c. It can be used to dynamically calculate sizes or in `if` checks.

**Correct Answer:** Option b - It automatically updates your code when dimensions change.

**Explanation:**

- Option a – That's not the right choice because the Dimensions API DOES allow you to get width and height. You can also do other things with it but you definitely can get width and height.
- Option b – That's wrong (i.e. it's the right choice here). Indeed, you can use the Dimensions API to get a snapshot (!) of the current dimensions - you don't get a live-updating subscription that magically updates your code.
- Option c – That's the wrong choice because you absolutely can do these things with the Dimensions API.

2. When should you add a listener to changes in the device dimensions?
  - a. You should never set listeners, it updates automatically.
  - b. Set listeners whenever you use width or height from the API.
  - c. Set listeners whenever you need re-calculated dimensions and your dimensions can change.

**Correct Answer:** Option c - Set listeners whenever you need re-calculated dimensions and your dimensions can change.

**Explanation:**

- Option a – That's wrong. There definitely are use-cases where you need listeners.
- Option b – That's wrong. If your device orientation can't change or if you don't care about changed values, you need no listener.
- Option c – That's correct. Whenever you use width or height from the Dimensions API and you need to update your code when those dimensions change, you might want to use a listener. Of course, you never need a listener if your dimensions can't change (e.g. because the orientation is locked).

3. What does the `Dimensions` API tell you about the device orientation?
  - a. You can query `Dimensions.get('window').orientation` to find out whether the device is in landscape or portrait mode.
  - b. Values fetched via `Dimensions` automatically update when the device orientation changes.

- c. Nothing, `Dimensions` just gives you information about width and height of the device screen.

**Correct Answer:** Option c - Nothing, `Dimensions` just gives you information about width and height of the device screen.

**Explanation:**

- Option a – That's wrong - there is no orientation property on the `Dimensions` API.
- Option b – That's wrong - no automatic updating happens. You need a listener that re-runs your code (i.e. fetches a new `Dimensions` snapshot) to get the current dimensions.
- Option c – That's correct. Whilst you can certainly change the layout based on width and height and whilst you could guess that the device is in landscape mode if  $\text{width} > \text{height}$ , you get no direct access to the screen orientation.