

Your grade: **80%**

Your latest: **77.50%** • Your highest: **80%** • To pass you need at least 80%. We keep your highest score.

Next item →

1. Imagine you are building an Android app in which you will need multiple UI elements consisting of the same structure. Which of the following is true about how you should define the composable for this UI element?

1 / 1 point

- ☐ You should define one composable for each occurrence of the UI element.
- ☐ You should use the traditional view system instead.
- ☒ You should define the composable once in such a way that it is reusable.
- ☐ You should ensure the composable is the root of the tree

✓ **Correct**

That's correct! Composable functions can take in parameters and emit a UI element which can be reused in many parts of your application.

2. How does an **Activity** allow the user to interact with an Android app?

0 / 1 point

- ☒ It allows the user to view content.
- ☐ It provides the window for the app's user interface and allows the user to interact with the UI elements.
- ☐ It allows the app to access system resources.

✗ **Incorrect**

Not quite. Please review the video [What is an Activity](#). ↗

3. What is an XML file used for in an Android project?

0 / 1 point

- ☐ Storing structured information
- ☒ Defining a ViewGroup
- ☐ Styling a view

✗ **Incorrect**

Not quite. Please review the reading [UI representation in XML](#). ↗.

4. Which of the following states are part of the **Activity** Lifecycle in Android UI Development?

1 / 1 point

Select three that apply.

- ☐ Deleted
- ☒ Created

✓ **Correct**

That's correct! When an application launches, an **Activity** is created and is in the created state.

- ☒ Started

✓ **Correct**

That's correct! Once an **Activity** is visible on the screen it is in the started state.

- ☒ Resumed

✓ **Correct**

That's correct! When an **Activity** gains focus and is ready for interaction, it is in the resumed state.

5. Which of the following view groups has an **src** property?

1 / 1 point

- ☐ **Button**
- ☐ **TextView**
- ☒ **ImageView**
- ☐ **ProgressBar**

✓ **Correct**

That's correct! Only the **ImageView** has an **src** attribute.

6. Which of the following is the approach to building a UI layout? CameraX is based on?

1 / 1 point

6. Which of the following is the approach to building a UI Jetpack Compose is based on:

1 / 1 point

- ☐ imperative
- ☒ declarative
- ☐ hierarchical
- ☐ object oriented



Correct

Correct! The declarative approach focuses on the what rather than the how.

7. Which file must you add the Jetpack Compose Preview library dependency to in order to use it in your project?

1 / 1 point

- ☒ `build.gradle`
- ☐ `strings.xml`
- ☐ `MainActivity.kt`



Correct

Correct! To use Jetpack Compose preview add the line `implementation androidx.ui:ui-tooling:0.1.0-dev13` to your `build.gradle` file.

8. When you are specifying the size of an element on an Android UI, you can use the `dp` unit of measurement. This term is shorthand for?

1 / 1 point

- ☒ Density-independent pixel
- ☐ Density-dependent pixel
- ☐ Dots Per Inch



Correct

That's correct! Density-independent pixel is correct. `1 dp` is equivalent to one pixel on a `160 dpi` screen.

9. When you are specifying the size of a text element on an Android UI, you can use the `sp` unit of measurement. This term is shorthand for?

1 / 1 point

- ☐ Scale-dependent pixel
- ☐ Pixel Point
- ☒ Scale-independent pixel.



Correct

Scale-independent pixel is correct. It is similar to `dp` and often used to specify font sizes.

10. Which of the following are most commonly used simple layouts? Select all that apply.

0.75 / 1 point

☒ `Box`



Correct

That's correct! This layout places composables on top of one another.

☒ `Column`



This should not be selected

That's correct! This layout places composables vertically.

☒ `Row`



Correct

That's correct! This layout places composables horizontally.

☐ `Image`