

Your grade: **80%**Your latest: **80%** • Your highest: **80%** • To pass you need at least 80%. We keep your highest score.[Next item →](#)

1. In addition to modifying an aspect of a composable's appearance, which of the following can modifiers also be used to modify?

1 / 1 point

- ☐ padding
- ☐ styling
- ☐ decorators
- ☒ behavior

**Correct**

Correct! Modifiers allow you to impart specific behavior or activity to UI elements.

2. Which of the following Material Components can be implemented using Jetpack Compose? Select all that apply.

0 / 1 point

☒ **card****Correct**Correct! Jetpack Compose allows you to implement a **card** with a consistent look and feel.☒ **text-field****Correct**Correct! Jetpack Compose allows you to implement a **text-field** with a consistent look and feel.☒ **list****This should not be selected**Not quite. Please review the video [Scaffold](#).☒ **button****Correct**That's correct! Jetpack Compose allows you to implement a **button** with a consistent look and feel.

3. Which of the following is the correct way to add a spacing of **10 dp** around all four sides of a text composable?

1 / 1 point

☐

```
1 Text(  
2     text = "Hello World!",  
3     padding = Modifier.padding(10.dp)  
4 )  
5
```

☐

```
1 Text(  
2     text = "Hello World!",  
3     modifier = padding(10.dp)  
4 )  
5
```

☒

```
1 Text(  
2     text = "Hello World!",  
3     modifier = Modifier.padding(10.dp)  
4 )  
5
```

**Correct**

That's correct! If you want to add different padding to specific sides, you can define spacing for each side separately.

4. Which of the following is the special object Compose uses to hold the value of a state?

0 / 1 point

- ☐ `MutableStateOf`
- ☐ `MutableState`
- ☒ `State`
- ☐ `remember`

✗ **Incorrect**
Not quite. Please review the video [Declaring state](#).

5. Which of the following is the correct programming term for executing a function when an event occurs?

1 / 1 point

- ☒ handling the event
- ☐ an event
- ☐ user action
- ☐ listeners

✓ **Correct**
That's correct! A certain piece of code can be executed when an event occurs, for example showing a dialogue box after a click or tap.

6. Which of the following is a UI pattern that provides a side-panel for navigating between different parts of the application?

1 / 1 point

- ☒ Navigation Drawer Scaffold
- ☐ `NavigationBar`
- ☐ Backdrop Scaffold
- ☐ `BottomSheetScaffold`

✓ **Correct**
That's correct! The Navigation Drawer Scaffold is commonly used to provide access to an application's top-level navigation items.

7. What is Material Design?

1 / 1 point

- ☐ Material Design is a framework for creating web applications.
- ☒ Material Design is a design system for developing UIs for Android applications.
- ☐ Material Design is a language for programming mobile applications.
- ☐ Material Design is a system for developing websites.

✓ **Correct**
That's correct! Material Design is a design system created by Google for developing UIs for Android, web, and iOS applications.

8. What of the following is a parameter that accepts composable content?

1 / 1 point

- ☐ lambdas
- ☐ modifiers
- ☒ slots
- ☐ composables

✓ **Correct**
Correct! Slots are parameters that accept composable content as a generic lambda.

9. Which of the following UI patterns normally opens by clicking a button on the top app bar or by swiping from the left edge of the screen to the right?

1 / 1 point

- ☐ app bars
- ☒ the navigation drawer
- ☐ snackbars
- ☐ floating action buttons

✓ **Correct**
That's correct! The navigation drawer contains several UI elements, many of which are buttons, icons or other clickable text elements.

10. Which of the following is a common design structure found in many apps?

1 / 1 point

- ☒ UI Patterns
- ☐ lambdas
- ☐ Composables
- ☐ Slots



Correct

Correct! Examples of UI patterns include the top app bar and the navigation drawer.