Your grade: 80%

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

Next item →

1. Which of the following allow you to separate application design details from the UI structure and behavior? **1 / 1 point**

- switches
- cards
- `Theme`
- components

Correct
Correct! A `Theme` is composed of a collection of attributes.

2. .Which color is represented by the following hexadecimal value? **1 / 1 point**

`0xFF000000`

- gray
- blue
- black
- white

Correct
Correct! This hexadecimal value represents a black color. The 0 means that it is a minimum value for each color, so `000000` means black. However, the first two `FF` characters represent the alpha channel where the maximum value is required to make the color fully opaque.

3. True or False: The main difference between `dp` (density independent pixel) and `sp` (scalable pixel) is that it takes the text size setting of the user device into consideration when deciding what text size should be displayed. **1 / 1 point**

- True
- False

Correct
Correct! The user may modify this setting in the Android system preferences, and the text size is scaled accordingly in the application.

4. Which of the following correctly styles a text composable with a monospaced font? **1 / 1 point**

```
Text(
    style = TextStyle(
        text = “Hello World!”,
        fontSize = 25.sp,
        fontFamily = Monospace
 )
)
```

```
Text(
    style = TextStyle(
        text = “Hello World!”,
        fontSize = 25.sp,
        fontFamily = FontFamily.Monospace
   )
)
```

```
Text(
    style = FontFamily.Monospace
)
```

```
Text(
    style = TextStyle(
        text = “Hello World!”,
        fontSize = 25.sp,
        font = FontFamily.Monospace
    )
)
```

Correct
Correct! The `Text` composable accepts a `fontFamily` parameter for specifying the font family its text will be displayed in.

5. What will display on the screen when the following code is run? **0 / 1 point**

```
Surface(color = Color.Red) {

}
```

- (•) Part of the screen will be red.
- ( ) A red square of size 100 `dp`.
- ( ) Nothing will happen.
- ( ) The screen will be red.

Incorrect
Not quite. Please review the reading Customizing colors in Material Theme.

6. Which of the following is an optional modifier that can be used to specify the size of text within a `Text` composable? **1 / 1 point**

- [ ] `fontWeight`
- [x] `fontSize`

Correct
Correct! The `Text` composable allows you to provide font size.

- [ ] `fontColor`
- [ ] `text`

7. Is it possible to change the shape of `Surface` corners? **1 / 1 point**

- (•) Yes
- ( ) No

Correct
Correct! By default, the `Surface` has a rectangular shape. You can modify the shape of the `Surface` by adding the shape parameter.

8. Which of the following is one of the most common APIs provided by Jetpack Compose to enable various animations? **0 / 1 point**

- ( ) visibility API
- ( ) appearance API
- ( ) animated visibility API
- (•) animation API

Incorrect
Not quite. Please review the video Animated visibility.

9. Which of the following will make the text “Hello World” slide up to disappear and slide down to disappear? **1 / 1 point**

○
```
var visible by remember {
    mutableStateOf(true)
}
Column {
    if  (visible)  {

        Text(text = “Hello World”)
    }
    Button(onClick = {  visible = !visible  })  {
        Text(“Button“)
}
}
```

○
```
var visible by remember {
    mutableStateOf(true)
}
Column {
    if  (visible)  {
        Text(text = “Hello World”)
    }
    Button(onClick = Text(“Button  “))

```

○
```
var visible by remember {
    mutableStateOf(true)
}
Column  {
    AnimatedVisibility(visible) {
        Text(text = “Hello World”)
    }
    Button(onClick = Text(“Button“))
}

```

◉
```
var visible by remember {
    mutableStateOf(true)
}
Column  {
    AnimatedVisibility(visible)  {
        Text(text = “Hello World”)
    }
    Button(onClick = {  visible = !visible  })  {
        Text(“Button  “)
    }
}

```

Correct
Correct! The animated visibility API provides a composable to smooth out text transitions from one state to another.

10. Which of the following will cause the text “Hello World” to fade in and out after clicking a button? **1 / 1 point**

◉
```
var visible by remember {
      mutableStateOf(true)
}
Column {
      Button(onClick = {  visible = !visible  })  {
            Text(“Button  “)
      }
      AnimatedVisibility(
            visible = visible,
            enter = fadeIn(),
            exit = fadeOut()
      )  {
            Text(text = “Hello World”)
      }
}

```

○
```
var visible by remember {
      mutableStateOf(true)
}
Column {
      Button(onClick = {  visible = !visible  })  {
            Text(“Button  “)
      }
      AnimatedVisibility(
            visible = visible,
```

```
            enter,
            exit
        )  {
            Text(text = “Hello World”)
        }
}
```

```
var visible by remember {
      mutableStateOf(true)
}
Column  {
      Button(onClick = {  visible = !visible  })  {
            Text(“Button“)
        }
      if  (
            visible = visible,
            enter = fadeIn(),
            exit = fadeOut()
      )  {
            Text(text = “Hello World”)
        }
}
```

```
var visible by remember {
      mutableStateOf(true)
}
Column  {
      Button(onClick = {  visible = !visible  })  {
            Text(“Button  “)
      }
      AnimatedVisibility(
            visible,
            fadeIn(),
            fadeOut()
      )  {
            Text(text = “Hello World”)
      }
}
```

Correct

Correct! The `AnimatedVisibility` animation effect can be changed to fade, slide or shrink.