**01.3: Image resources and compatibility**

**Answer these questions**

**Question 1**

Which <ImageView> attribute indicates a source image that should be used only in Android Studio?

* android:srcCompat
* app:src
* tools:src
* tools:sourceImage

**Question 2**

Which method changes the image resource for an ImageView in Kotlin code? xmx

* setImageResource()
* setImageURI()
* setImage()
* setImageRes()

**Question 3**

What does the lateinit keyword in a variable declaration indicate in Kotlin code?

* The variable is never initialized.
* The variable is only initialized at app runtime.
* The variable is automatically initialized to null.
* The variable will be initialized later. I promise!

**Question 4**

Which Gradle configuration indicates the most recent API level your app has been tested with?

* minSdkVersion
* compileSdkVersion
* targetSdkVersion
* testSdkVersion

**Question 5**

You see an import line in your code that starts with androidx. What does this mean?

* The class is part of the Android Jetpack libraries.
* The class is in an external library that will be dynamically loaded when the app runs.
* The class is "extra" and optional to your class.
* The class is part of Android's XML support.