

QUESTION

Sri Lanka Institute of Information Technology

In AndroidManifest.xml file, attribute specifies the name of your application.

What is the correct answer for the blank?

Select one:

- a. versionCode
- b. versionName
- c. None of the given
- d. icon
- e. label

Module

X C | ① | D



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on 4

not answered

ed out of 1.0

Flag question

What is/are the features that Toast cannot be done?

Select one or more:

- a. Notify application about its current status
- b. Toast messages Shown with a custom layout.
- c. Be focused or clicked.
- d. Shown with bi-direction margins
- e. Shown with a custom position at the screen with a combination of its gravity and x-y offset

SLIIT

NetExam

Sri Lanka Institute of Information Technology

IT19142524 Jayasena W.K.K. IT19142524

Question 2
Not yet answered
Marked out of 1.0
 Flag question

Which statement does not explain the fragments in android?

Select one:

- a. An activity may contain 0 or multiple numbers of fragments based on the screen size.
- b. A fragment can be reused in multiple activities
- c. Fragments are used to efficiently use the space in wider screen devices.
- d. A fragment can't exist independently.
- e. The fragment lifecycle is not affected by the activity lifecycle.

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Quiz navigation

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SLIIT

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Online learning has become a key mode of learning in 2020. SLIIT is planning to introduce a mobile application to the students. Lecture downloading, sending feedback, attention tracking is the main features of this application. Select the incorrect statements about this application from the below list.

on 3
et answered
ed out of 1.0
 Flag question

Select one or more:

- a. This application needs storage permissions
- b. The size of the application can be varied over time
- c. This application is a good example of media handling in an android application
- d. All the above statements are incorrect
- e. This application should be able to work without the internet

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Online learning has become a key mode of learning in 2020. SLIIT is planning to introduce a mobile application to the students. Lecture downloading, sending feedback, attention tracking is the main features of this application. Select the incorrect statements about this application from the below list.

3 answered out of 1.0 question

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Moodle

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Question 2
Not yet answered
Marked out of 1.0
Flag question

"ABC Bank" is a leading bank in Sri Lanka and it has many customers everywhere in the country. The bank is going to introduce a mobile-based banking app that can do online banking. The customers of the bank will get a chance to do manage their banking accounts, transfer money, make bill payments, and many other banking activities through the new app. Assume you were hired to develop the app. What is/ are non-functional requirements you need to consider when you develope this application?

Select one:

- a. Usability
- b. All the given requirements should be considered.
- c. Security
- d. Performance
- e. Reliability

1 2
9 10
17 18
25

Finish attempt
Time left 0:2

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The screenshot shows a web browser window with a blue header bar containing icons for refresh, search, and other functions. Below the header is a dark blue navigation bar with the "NetExam" logo and the text "Sri Lanka Institute of Information Technology". The main content area contains a question and some XML code.

What is the most suitable UI element for the given XML code part?

```
        android:id="@+id/findTheUIElement"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:layout_marginTop="52dp"
        android:layout_marginEnd="76dp"
        android:layout_marginRight="76dp"
        android:ems="10"
        android:inputType="textEmailAddress"
        app:layout_constraintEnd_toEndOf="parent"
        app:layout_constraintTop_toTopOf="parent" />
```

Select one:

- a. Button
- b. EditText
- c. CheckBox
- d. AutoCompleteTextView
- e. TextView

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What is the purpose of the following code segment?

```
public static class ExampleFragment extends Fragment {  
    @Override  
    public View onCreateView(LayoutInflater inflater, ViewGroup container,  
        Bundle savedInstanceState) {  
        return inflater.inflate(R.layout.example_fragment, container, false);  
    }  
}
```

Select one:

- a. Create a method to add a fragment to an activity
- b. None of the given
- c. It is a subclass of a fragment that loads a layout from the example_fragment.xml file
- d. The code creates a new fragment called ExampleFragment
- e. Create a class to add a fragment to an activity

Moodle ← → X C | i | A

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Question 4
Not yet answered
Marked out of 1.0
Flag question

When a referenced class can't be loaded by the JRE, Which exception is thrown by i

Select one:

- a. NoClassDefFoundError
- b. NoClassException
- c. ClassNotFoundException
- d. NoSuchClassException
- e. None of the above

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3 answered out of 1.0 question

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- d. All the above statements are incorrect
- e. This application should be able to work without the internet

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What is Toast and when or under which condition/s should be used it?

Select one:

- a. Toast is a public method that is used to implement a user extraction and used when the user needs to click the notification
- b. Toast is a view that contains a text which notifies the user with some information for a short period and can use toast when we want to notify the user.
- c. Toast is used for informing some messages to users and when need to change the code.
- d. Toast is used to make a layout file in an android app and used when need to get user messages
- e. Toast is a message and is used when the user needs to change the order of the running application.

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What are the conditional statements available in the Kotlin?

Select one or more:

- a. Switch statement
- b. None of the given
- c. If Else if statement
- d. If statement
- e. If Else statement

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Question 10
Not yet answered
Marked out of 1.0
[Flag question](#)

What is/are include in the Mobile Context Principle in Interface Design?

Select one or more:

- a. When using the application for a long time, it should not be boring.
- b. It has to keep communication between user and application about the status.
- c. The mobile app contains good navigations through the interfaces.
- d. Mobile app support for some operations in offline even it works with the network connectivity.
- e. The application should achieve multiple tasks at the same time.

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Question 3
Not yet answered
Marked out of 1.0
[Flag question](#)

The following are some of the attribute values of a Button in a Constraint layout. Id: button, text: Sign Up, textSize: 24sp, textStyle: bold, background: white color.

What is/are the **incorrect** line/s of code in the XML file regarding the above button?

Select one or more:

- a. android:textStyle="bold"
- b. android:textSize="24sp"
- c. android:id="button"
- d. android:text="Sign Up"
- e. android:background="@android:color/white"

Quiz navigation

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25				

[Finish attempt ...](#)
Time left 0:20:18
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Answered
of 1.0
Question

What will get printed after executing the following code snippet in Kotlin?

```
val no = 10;  
no = no + 5;  
print(no++);
```

Select one:

- a. 5
- b. 16
- c. 15
- d. 10
- e. None of the given

When you can iterate a string using the "for" statement in Kotlin?

Select one:

- a. In some cases
- b. Never
- c. None of the given
- d. Cannot
- e. Always

Moodle

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Question 8
Not yet answered
Marked out of 1.0
Flag question

The following application UI contains two parts, the upper section, and the lower section and the lower section. The Upper section displays the chart based on the option you have selected from the lower section. Assume you are the mobile app developer and you have to design this UI.

What is true about the following interface design?

Select one:

- a. Only one fragment is enough.
- b. It is required to add five fragments to display 5 charts separately.
- c. Only a single Activity is enough.
- d. One activity for the upper section and another activity for the lower section are required.
- e. Only one single activity and two fragments are enough

Quiz navig

1 2 3
9 10 11
17 18 19
25

Finish attempt ...
Time left 0:17:55

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What is/are the method/s you can override in the fragment class?

A. onAttach()
B. onCreate()
C. onCreateView()
D. onActivityCreated()

Select one:

a. A and D only
 b. All are correct
 c. A, C and D only
 d. A and C only
 e. A, B and C only

File x

X C | ⓘ | ⌂

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Answered
out of 1.0
Question

What will get printed after executing the following code snippet in Kotlin?

```
val no = 10;  
no = no + 5;  
print(no++);
```

Select one:

- a. 15
- b. 5
- c. 16
- d. None of the given
- e. 10



Question 6

Not yet answered

Marked out of 1.0

Flag question

Select the correct answer considering the two Kotlin code lines given below.

1. `println("Hello World");`
2. `println("Hello World")`

Select one or more:

- a. Line 1 will compile without any syntax error but line 2 will not
- b. Both lines will not compile without any syntax error
- c. Line 1 will compile without any syntax error
- d. Line 2 will compile without any syntax error
- e. Line 2 will compile without any syntax error but line 1 will not

9

answered

out of 1.0

question

What will be the value of "no" after executing the following Kotlin program?

```
fun main(args: Array<String>)
{
    var no: Int = 0;
    println("i--: " + no--);
    println("--i: " + --no);
}
```

Select one:

- a. -1
- b. 0
- c. -2
- d. 2
- e. 1



What can be the output of the following Kotlin program?

```
fun add(i: Int, j: Int = 5) = i + j;

fun main() {
    val res = add(2, 3);
    print(res);
}
```

Select one:

- a. None of the given
- b. This code will generate a compilation error
- c. 7
- d. 5
- e. This code will compile properly but nothing will get printed

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Question 9
Not yet answered
Marked out of 1.0

What is/are the correct statement/s about the following code segment?

Button Ok:
@Override
protected void onResume() {
super.onResume();
Ok.setOnClickListener(new View.OnClickListener() {
@Override
public void onClick(View view) {
Intent intOk = new Intent(MainActivity.this, MainMenu.class);
startActivity(intOk);
}
})

Select one or more:

a. Once the user clicks the "Ok" button, MainActivity will be displayed on the screen.
 b. Once the user clicks the "Ok" button, the Mainmenu activity will be displayed on the screen.
 c. Using this code segment can pass a synchronous message to Mainmenu activity to start
 d. When user clicks the "Ok" button, it navigates to MainMenu and destroys the MainActivity.
 e. Using this code segment, it can pass an asynchronous message to Mainmenu activity to start.

 NetExamination
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ll19142524 Jayasena W.K.K. ll19147514

Question 4
Not yet answered
Marked out of 1.0

What is Toast and when or under which condition/s should be used it?

Select one:

a. Toast is used to make a layout file in an android app and used when need to get user messages
 b. Toast is a public method that is used to implement a user extraction and used when the user needs to click the notification
 c. Toast is a view that contains a text which notifies the user ~~with~~ some information for a short period and can use toast when we want to notify the user.
 d. Toast is a message and is used when the user needs to change the order of the running application.
 e. Toast is used for informing some messages to users and when need to change the code.

Quiz navigation

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Finish attempt --
Time left 0:18:42

What is the purpose of the following code segment?

```
public static class ExampleFragment extends Fragment {  
    @Override  
    public View onCreateView(LayoutInflater inflater, ViewGroup container,  
                             Bundle savedInstanceState) {  
        return inflater.inflate(R.layout.example_fragment, container, false);  
    }  
}
```

Select one:

- a. The code creates a new fragment called ExampleFragment
- b. Create a class to add a fragment to an activity
- c. Create a method to add a fragment to an activity
- d. It is a subclass of a fragment that loads a layout from the example_fragment.xml file
- e. None of the given



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Question 6

Not yet answered

Marked out of 1.0

Flag question

Select the correct statement/s about mobile application testing.

Select one or more:

- a. UI tests are more expensive than unit tests.
- b. Android studio contains two directories called 'test' and 'unitTest' to locate tests.
- c. Clean-up activities can be performed under '@After' annotation.
- d. Instrumented unit tests can be done on an emulator
- e. In Android studio, set the dependencies to the test libraries in the *app.gradle* file.

PROCEDURAL

Sri Lanka Institute of Information Technology

When you are going to create a mobile application to bring up a solution for a problem, you will inevitably come up against the question of whether to build a dynamic or static mobile application.

"ABC Pvt. Ltd" software plan to implement a mobile application according to the client requirement. But they are struggling whether to build a dynamic or static mobile application. The company has been assigned you for research about the dynamic and static mobile application.

Select the correct statement/s from the following list according to your dynamic and static mobile application knowledge. ➔

Select one or more:

- a. According to fetch data from database we can add a number of buttons, fields, options dynamically by using XML file.
- b. Dynamic layouts create using XML to change layouts dynamically.
- c. We can add or delete any view type in XML on runtime.
- d. Static layouts create using Java so that we can add fields, buttons, options in our layout dynamically.
- e. None of the given is correct

[Next page](#)

Moodle

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Question 9
Not answered
Marked out of 1.0
Last question

Which of the following pairs of software testing mechanisms shows a manual testing mechanism and automated testing mechanism, respectively?

Select one:

- a. Unit testing, Acceptance testing
- b. UI testing, performance testing
- c. Integration testing, Regression testing
- d. Regression testing, Unit testing
- e. Usability testing, UI testing

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Section 7
0 of 10 questions marked out of 1.0
* Flag question

What is/are true about the following code segment?

```
Fragment newFragment = new ExampleFragment();  
FragmentTransaction transaction = getSupportFragmentManager().beginTransaction();  
  
transaction.replace(R.id.fragment_container, newFragment);  
transaction.addToBackStack(null);  
  
transaction.commit();
```

Select one or more:

- a. Display information of stack on fragment
- b. newFragment replaces whatever fragment (if any) is currently in the layout container identified by the R.id.fragment_container ID.
- c. Create a new fragment and add a new transaction for that fragment.
- d. Calling commit () perform the transaction immediately.
- e. Replace one fragment with another, and preserve the previous state in the back stack

Quiz navigation

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Finish attempt ...
Time left 0:16:39

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"ABC Bank" is a leading bank in Sri Lanka and it has many customers everywhere in the country. The bank is going to introduce a mobile-based banking app that can do online banking. The customers of the bank will get a chance to do manage their banking accounts, transfer money, make bill payments, and many other banking activities through the new app. Assume you were hired to develop the app.

When making a payment through the app, it needs to confirm the action. What is the most suitable and, secure way to do the confirmation?

Select one or more:

- a. By asking the user to tap on the confirm button on a popup dialog box
- b. By sending an email to the user with a link and ask the user to confirm by click on the link
- c. By sending a message to the phone with a code and asking the user to enter that code on the confirmation dialog box.
- d. Asking the user to enter e-mail and password again
- e. By asking the user to enter pre-given passcode.

[Next page](#)



Question 5

Not yet answered

Marked out of 1.0

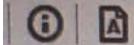
Flag question

What is the correct code when converting the following Java code into Kotlin?

`int total = 10;`

Select one or more:

- a. `Integer : total = 10;`
- b. `int total = 10;`
- c. `var total : Int; total = 10;`
- d. `var total = 10;`
- e. `total : 10 = Int;`



What is/are the correct statement/s about the following code segment?

```
Button button;  
 @Override  
 protected void onResume() {  
 super.onResume();  
 button.setOnClickListener(new View.OnClickListener() {  
 @Override  
 public void onClick(View view) {  
 Intent nav = new Intent(MainActivity.this, MessageActivity.class);  
 startActivity(nav);  
 }  
 }  
 }
```

Select one or more:

- a. When executing this code, the user navigates to an activity called MainActivity.
- b. This code allows application activity to request functionality from other android activity.
- c. Once the user clicks the button, the activity manager is responsible to destroy the previous activity.
- d. This 'nav' object is an object that provides runtime binding between separate activities.
- e. By using the button, the user can access both MainActivity and MessageActivity.



10

answered

out of 1.0

question

Which describes the "View" in mobile applications?

Select one:

- a. The view is the container that defines the layout structure.
- b. View Group consists of only a set of views.
- c. Layouts can be created on Views.
- d. Buttons, text views, widgets are examples for View Groups.
- e. Views consist of objects that a user can see and interact with.

What is the correct line of code in XML to set the background color (white) of the layout?

Select one:

- a. background="@android:color/white"
- b. app:background= "@app:color/white"
- c. background = "android:color/white"
- d. android:background = "color/white"
- e. android:background="@android:color/white"



What is/are the correct statements about the intent class constructor?

Select one or more:

- a. The intent class constructor has two parameters.
- b. All statements are incorrect.
- c. The first parameter should use with “class” keyword.
- d. The second parameter should use “this” keyword.
- e. “this” keyword is a reference to the current activity.

Select the correct answer considering the two Kotlin code lines given below.

1. `println("Hello World");`
2. `println("Hello World")`

Select one or more:

- a. Line 1 will compile without any syntax error but line 2 will not
- b. Line 2 will compile without any syntax error but line 1 will not
- c. Both lines will not compile without any syntax error
- d. Line 1 will compile without any syntax error
- e. Line 2 will compile without any syntax error

Next p



Section 4
4 questions answered
Marked out of 1.0
Flag question

What is/are the correct statement/s about the following code segment?

```
Button button;  
@Override  
protected void onResume() {  
    super.onResume();  
    button.setOnClickListener(new View.OnClickListener() {  
        @Override  
        public void onClick(View view) {  
            Intent nav = new Intent(MainActivity.this, MessageActivity.class);  
            startActivity(nav);  
        }  
    });
```

1
9
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25
Finish at
Time left: 0

Select one or more:

- a. When executing this code, the user navigates to an activity called MainActivity.
- b. This 'nav' object is an object that provides runtime binding between separate activities.
- c. This code allows application activity to request functionality from other android activity.
- d. Once the user clicks the button, the activity manager is responsible to destroy the previous activity.
- e. By using the button, the user can access both MainActivity and MessageActivity.

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Sri Lanka Institute of Information Technology

Question 8
Not yet answered
Marked out of 1.0
Flag question

What are the most suitable phrases that imply about User Interface(UI) and User Experience(UX) in mobile applications?

Select one or more:

- a. Good Design Thinking Methodology creates good UIs.
- b. Both UI and UX give benefit to users.
- c. User Interface attracted the users but User Experience simplifies the usage of the app.
- d. Responsiveness, Consistency, and familiarity make the user interfaces with good user experiences.
- e. Can state the User Experience as usability.

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QUESTION

Sri Lanka Institute of Information Technology

lt19142524 Jayasena W.K.K.

Question 7
Answered
1 out of 1.0
Flag question

What is/are the function(s) required to convert line no. 12 of the following Java program into Kotlin?

```
9 public class Main
10 {
11     public static void main(String[] args) {
12         for (int no = 5; no >= 1; no = no - 2)
13             System.out.print(no);
14     }
15 }
```

Select one or more:

- a. step function
- b. downTo function
- c. decrement function
- d. Range function
- e. until function

Quiz navigation

1 2 3
8 9 10
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22 23

Finish attempt

Time left: 00:00:00

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Question 8

Not yet answered

Marked out of 1.0

Flag question

The range operator (..) in Kotlin can be used for what?

Select one or more:

- a. Only in “for” loops
- b. In “if” conditions
- c. In “when” statement
- d. In “for” loops
- e. Only in “when” statement

Google x

NetExam

Sri Lanka Institute of Information Technology

2

out of 1.0

question

Android application testing is a complex task than stand-alone application testing. What is/are the things to be considered when designing the test cases for Android Applications?

Select one or more:

- a. Form Controls
- b. Network Conditions
- c. All are correct
- d. Screen Resolutions
- e. Device manufacturers

Quiz n

1 2

9 10

17 18

25

Finish attempt

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Time left 0:00

NetExam

Sri Lanka Institute of Information Technology

Question 20

Not yet answered

Marked out of 1.0

Flag question

"SuperDeals" is a food delivery service that operates in Colombo and suburbs. They record customer orders through a mobile app and let their customers give a review/rating through their app, based on them they are planning to improve their service further. Also, this app lets its customers do their payments online while they make their orders. The product owner initially wants an app that you can use to display the types of meals they offer and checkout operations.

What is the most suitable, user-friendly layout type to display food items?

Select one:

- a. Relative layout
- b. List view layout
- c. Web view layout
- d. Grid view layout
- e. Linear layout

Quiz n

1 8

15 22

Finish attempt

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Time left 0:00

```
Button loginButton = new Button(this);  
loginButton.setText("Login");
```

```
Button registerButton = new Button(this);  
registerButton .settext("Register");
```

What is the correct statement out of the following regarding the above code?

Select one:

- a. Create two text views and set the text to text views
- b. Generate only one button and view only lastly added register button.
- c. Create the login button and register button and set the text to the buttons.
- d. None of the given
- e. compilation error

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1.0
on

```
Button loginButton = new Button(this);
loginButton.setText("Login");
```

```
Button registerButton = new Button(this);
registerButton .settext("Register");
```

What is the correct statement out of the following regarding the above code?

Select one:

- a. Create two text views and set the text to text views
- b. Generate only one button and view only lastly added register button.
- c. Create the login button and register button and set the text to the buttons.
- d. None of the given
- e. compilation error

Moodle

NetExam
Sri Lanka Institute of Information Technology

Question 9
Not yet answered
Marked out of 1.0
Flag question

One of the 2nd year student groups is going to create a social media mobile application for their MAD-mini project. In their requirement analyzing phase they identify, this application needs to handle a large number of users and they need to store images, videos, user details and, chat messages history. Finally, they decided to use SQLite as a database in this application.
What is/are your opinion about their database selection?

Select one or more:

a. SQLite is a reliable DB so, I agreed with their selection.

b. SQLite file format is cross-platform it is an extra advantage for them.

c. SQLite hasn't any access controls so, it's not suitable.

d. SQLite file can't exceed file system limitation so, can be occurred DB handling errors.

e. SQLite is manageable, they can use it.

Next page

7
answered
out of 1.0
question

What will be the value of "no" after executing the following Kotlin program?

```
fun main(args: Array<String>)
{
    var no: Int = 0;
    println("i--: " + no--);
    println("--i: " + --no);
}
```

Select one:

a. 0

b. -1

c. -2

d. 2

e. 1



Question 18

Not yet answered

Marked out of 1.0

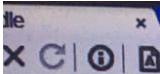
Flag question

What will be printed when you execute the following simple program in Kotlin?

```
fun main () {  
    println("5 + 8 = 13") }  
Kotlin Test: println
```

Select one:

- a. None of the given
- b. 5 + 8 = 13
- c. 13
- d. "5 + 8 = 13"
- e. 5 + 8



22

Answered

out of 1.0

question

Mobile banking has become an essential mobile application due to the lockdown situation of the country. Almost all money transactions can be handled through these mobile applications. Select the incorrect statement about this type of apps, from the following list.

Select one or more:

- a. The app should automatically log off from the online portal due to inactivity
- b. Security is a major concern when developing these applications
- c. Light and dark color themes can be introduced since the usage of this app can be done at any time of the day.
- d. The ideal model for this type of application is portrait mode.
- e. The app should not allow multiple users to log in.

Next page



The screenshot shows a window titled "NetExam" from the "Sri Lanka Institute of Information Technology". The main area displays the following Java code:

```
Button loginButton = new Button(this);
loginButton.setText("Login");

Button registerButton = new Button(this);
registerButton.setText("Register");
```

Below the code, a question is displayed:

What is the correct statement out of the following regarding the above code?

Select one:

- a. None of the given
- b. Create the login button and register button and set the text to the buttons.
- c. Generate only one button and view only lastly added register button.
- d. Create two text views and set the text to text views
- e. compilation error

Moodle

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Question 10
Not yet answered
Marked out of 1.0
Flag question

When you are going to create a mobile application to bring up a solution for a problem, you will inevitably come up against the question of whether to build a dynamic or static mobile application.
"ABC Pvt. Ltd" software plan to implement a mobile application according to the client requirement. But they are struggling whether to build a dynamic or static mobile application. The company has been assigned you for research about the dynamic and static mobile application.
Select the correct statement/s from the following list according to your dynamic and static mobile application knowledge.

Select one or more:

- a. According to fetch data from database we can add a number of buttons, fields, options dynamically by using XML file.
- b. We can add or delete any view type in XML on runtime.
- c. None of the given is correct
- d. Dynamic layouts create using XML to change layouts dynamically.
- e. Static layouts create using Java so that we can add fields, buttons, options in our layout dynamically.

Next page

**Question 12**

Not yet answered

Marked out of 1.0

Flag question

The fragment represents the behavior or a portion of UI in an Activity. Consider the following statements and what out of them?

- A. You can combine multiple fragments in a single activity to build a multi-pane UI.
- B. You cannot reuse a fragment in multiple activities.
- C. An activity can contain any number of fragments.
- D. The greatest advantage of a fragment is, it simplifies the task of creating UIs for multiple screen sizes.

Select one:

- a. A, C and D
- b. A and B
- c. A, B and C
- d. All are correct
- e. C and D

Question 9

Not yet answered

Marked out of 1.0

Flag question

Which is Not included in Principles of Mobile Interface Designing?

Select one:

- a. Mobile Contexts
- b. Gestures
- c. Launching
- d. User Inputs
- e. Consistency

What is/are the correct statement/s about the following code segment?

Button button;

```
@Override  
protected void onResume() {  
    super.onResume();  
    button.setOnClickListener(new View.OnClickListener() {  
        @Override  
        public void onClick(View view) {  
            Intent nav = new Intent(MainActivity.this, MessageActivity.class);  
            startActivity(nav);  
        }  
    }  
}
```

Select one or more:

- a. Once the user clicks the button, the activity manager is responsible to destroy the previous activity.
- b. By using the button, the user can access both MainActivity and MessageActivity.
- c. This code allows application activity to request functionality from other android activity.
- d. This 'nav' object is an object that provides runtime binding between separate activities.
- e. When executing this code, the user navigates to an activity called MainActivity.

What is the correct code when converting the following Java code into Kotlin?

int total = 10;

Select one or more:

- a. Integer : total = 10;
- b. int total = 10;
- c. var total : Int; total = 10;
- d. total : 10 = Int;
- e. var total = 10;



on 23

not answered

out of 1.0

question

What is/are the correct statement/s about the following code segment?

```
Button button;  
    @Override  
    protected void onResume() {  
        super.onResume();  
        button.setOnClickListener(new View.OnClickListener() {  
            @Override  
            public void onClick(View view) {  
                Intent nav = new Intent(MainActivity.this, MessageActivity.class);  
                startActivity(nav);  
            }  
        });  
    }
```

Select one or more:

- a. Once the user clicks the button, the activity manager is responsible to destroy the previous activity.
- b. By using the button, the user can access both MainActivity and MessageActivity.
- c. This code allows application activity to request functionality from other android activity.
- d. This 'nav' object is an object that provides runtime binding between separate activities.
- e. When executing this code, the user navigates to an activity called MainActivity.

What is/are include in the Mobile Context Principle in Interface Design?

Select one or more:

- a. Mobile app support for some operations in offline even it works with the network connectivity.
- b. When using the application for a long time, it should not be boring.
- c. The application should achieve multiple tasks at the same time.
- d. It has to keep communication between user and application about the status.
- e. The mobile app contains good navigations through the interfaces.



Question 12

yet answered
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flag question

----- occupies the complete space available on the display of the device.
What is the correct predefined value from the given answers to fill the above blank?

Select one:

- a. 24sp
- b. wrap_content
- c. match_parent
- d. layout_width
- e. vertical



What will be printed when you execute the following simple program in Kotlin?

```
fun main () {  
    println("5 + 8 = 13") /* Kotlin Test: println  
}
```

Select one:

- a. None of the given
- b. "5 + 8 = 13"
- c. 5 + 8 = 13
- d. 13
- e. 5 + 8

What is/are the incorrect statement/s about mobile application testing?

Select one or more:

- a. End-to-end tests are contained in the 'androidTest' directory.
- b. When testing software, it is important to check if it meets the user requirements as well as social requirements.
- c. The pilot version of the software is tested by real users in a controlled environment.
- d. Statements under '@Before' are executed before each test.
- e. In offline scenario Verification, mobile applications are checked by communication breaking the middle.

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Question 25
Not yet answered
Marked out of 1.0
Flag question

----- occupies the complete space available on the display of the device.
What is the correct predefined value from the given answers to fill the above blank?

Select one:

- a. 24sp
- b. wrap_content
- c. vertical
- d. match_parent
- e. layout_width



3
Answered
of 1.0
Question

The following XML code is a common example of using an ImageView to display an image resource: (P.S: Name of image file: my_image.png). Select the missing code line that is matching to the given blank.

```
<LinearLayout  
    xmlns:android="http://schemas.android.com/apk/res/android"  
    android:layout_width="match_parent"  
    android:layout_height="match_parent">  
    <ImageView  
        android:layout_width="wrap_content"  
        android:layout_height="wrap_content"  
        android:contentDescription="@string/my_image_description"  
    />  
</LinearLayout>
```

Select one:

- a. android:drawable="my_image"
- b. android: image="my_image.png"
- c. android:src="@drawable/my_image"
- d. android:image= "@image/my_image"
- e. None of the given

----- occupies the complete space available on the display of the device.

What is the correct predefined value from the given answers to fill the above blank?

Select one:

- a. 24sp
- b. wrap_content
- c. vertical
- d. match_parent
- e. layout_width



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Select the correct answer considering the two Kotlin code lines given below.

1. `println("Hello World");`
2. `printin("Hello World")`

Select one or more:

- a. Line 1 will compile without any syntax error but line 2 will not
- b. Both lines will not compile without any syntax error
- c. Line 2 will compile without any syntax error but line 1 will not
- d. Line 2 will compile without any syntax error
- e. Line 1 will compile without any syntax error

Question 25

Not yet answered

Marked out of 1.0

Flag question

What will happen when execute the following code segment that verifies the 'view' check box check by the user?

```
boolean checked = ((CheckBox) view).isChecked();

switch(view.getId()) {
    case R.id.chk1:
        if (checked) {
            // if check
        }
        else {
            // if not checked
            break;
        }
}
```

Select one:

- a. compile but will not run successfully.
- b. None of the given
- c. Compile time Error
- d. run time error
- e. Compile and run successfully.