

109590059_HW5-2

Question 1

How do you add images to an Android Studio project?

Choose one:

- Drag each image to the layout editor.
- Copy the image files into your project's drawable folder.
- Drag an ImageButton to the layout editor.
- Choose New > Image Asset and then choose the image file.

Answer 1 Copy the image files into your project's drawable folder.

Question 2

How do you make an ImageView clickable like a simple Button ?

Choose one:

- Add the android:contentDescription attribute to the ImageView in the layout and use it to call the click handler in the Activity .
- Add the android:src attribute to the ImageView in the layout and use it to call the click handler in the Activity .
- Add the android:onClick attribute to the ImageView in the layout and use it to call the click handler in the Activity .
- Add the android:id attribute to the ImageView in the layout and use it to call the click handler in the Activity .

Answer 2

Add the android:onClick attribute to the ImageView in the layout and use it to call the click handler in the Activity .

Question 3

Which rule applies to a click handler called from the attribute in the layout?

Choose one:

- The click handler method must include the event listener View.OnClickListener , which is an interface in the View class .
- The click handler method must be public , return void , and define a View as its only parameter.
- The click handler must customize the View.OnClickListener class and override its click handler to perform some action.
- The click handler method must be private and return a View .

Answer 3

The click handler method must be public , return void , and define a View as its only parameter