

Mobil ilovalarini ishlab chiqish (MT) (for TUIT_quizlar)

№ 1.

Manba: Android Programming: The Big Nerd Ranch Guide, Third Edition, Bill Phillips, Chris Stewart, Kristin Marsicano, Chapter 5

Qiyinlik darajasi – 2

Berilgan kod qismi nima vazifani bajaradi? <code>Intent intent = new Intent(MainActivity.this, SecondActivity.class); startActivity(intent)</code>
SecondActivity.java fayliga o'tish vazifasi bajariladi
SecondActivity sinfi yaratiladi
Asosiy oynaga o'tish bajariladi
Ilova ishini tugatadi

№ 2.

Manba: Android Programming: The Big Nerd Ranch Guide, Third Edition, Bill Phillips, Chris Stewart, Kristin Marsicano, Chapter 5

Qiyinlik darajasi – 1

android:layout_width atributiga qanday qiymatlar berish mumkin?
wrap_content, match_parent
match_parent, manfiy sonlar
wrap_content, haqiqiy sonlar
faqat haqiqiy sonlar

№ 3.

Manba: Android Programming: The Big Nerd Ranch Guide, Third Edition, Bill Phillips, Chris Stewart, Kristin Marsicano, Chapter 3

Qiyinlik darajasi – 2

Berilgan kod qismi nima vazifani bajaradi? <code>TextView tv = new TextView(this); tv.setText("Bu TextView");</code>
"Bu TextView" matnini grafik interfeysdagi TextView komponentasiga chiqaradi
"Bu TextView" matnini grafik interfeysdagi Button komponentasi text atributiga joylashtiradi
"Bu TextView" matnini console oynasiga chiqaradi
ilovaning nomiga "Bu TextView" matni beriladi

№ 4.

Manba: Head First Android Development: A Learner's Guide to Building Android Apps with Kotlin, Dawn Griffiths, David Griffiths, Chapter 3

Qiyinlik darajasi – 2

RelativeLayoutda layout_toRightOf atributi nimani bildiradi
Layoutga elementni ko'rsatilgan idli elementning o'ng tarafiga joylashtiradi

Layoutga elementni o'ng tarafda joylashtiradi
Layoutga elementni ko'rsatilgan idli elementning o'ng tarafi va pastga joylashtiradi
Layoutga elementni o'ng tarafi va pastga joylashtiradi

№ 5.

Manba: Android Programming: The Big Nerd Ranch Guide, Third Edition, Bill Phillips, Chris Stewart, Kristin Marsicano, Chapter 1

Qiyinlik darajasi – 2

Berilgan kod qismi nima vazifani bajaradi? Toast.makeText(this, “Hello World”, Toast.LENGTH_SHORT).show();
“Hello World” matnini xabar ko'rinishida chiqaradi
“Hello World” matnini grafik interfeysdagi Button komponentasi text atributiga joylashtiradi
“Hello World” matnini console oynasiga chiqaradi
ilovaning nomiga “Hello World” matni beriladi

№ 6.

Manba: Android Programming: The Big Nerd Ranch Guide, Third Edition, Bill Phillips, Chris Stewart, Kristin Marsicano, Chapter 1

Qiyinlik darajasi – 1

RelativeLayout chegarasidan unda joylashtirilgan elementlarni to'rt tomondan bir xil masofalarga ichkariga surish uchun qanday atributdan foydalaniladi
padding
layout_margin
layout_width
layout_height

№ 7.

Manba: Android Programming: The Big Nerd Ranch Guide, Third Edition, Bill Phillips, Chris Stewart, Kristin Marsicano, Chapter 3

Qiyinlik darajasi – 2

Berilgan kod qismi nima vazifani bajaradi? Button btn = new Button(this); btn.setText(“This is a Button”);
“This is a Button” matnini grafik interfeysdagi Button komponentasi text atributiga joylashtiradi
“This is a Button” matnini grafik interfeysdagi TextView komponentasiga chiqaradi
“This is a Button” matnini console oynasiga chiqaradi
ilovaning nomiga “This is a Button” matni beriladi

№ 8.

Manba: Android Programming: The Big Nerd Ranch Guide, Third Edition, Bill Phillips, Chris Stewart, Kristin Marsicano, Chapter 2

Qiyinlik darajasi – 1

Quyidagi berilgan kod qismi qanday element qo'yish uchun ishlatiladi? <AutoCompleteTextView android:id="@+id/txtCountries" android:layout_width="fill_parent" android:layout_height="wrap_content" />
AutoCompleteTextView
TextView
Button
TextView

№ 9.

Manba: Android Programming: The Big Nerd Ranch Guide, Third Edition, Bill Phillips, Chris Stewart, Kristin Marsicano, Chapter 2

Qiyinlik darajasi – 1

Quyidagi berilgan kod qismi qanday element qo'yish uchun ishlatiladi? <Button android:layout_width="wrap_content" android:layout_height="wrap_content" android:text="Notification" android:layout_centerInParent="true" android:id="@+id/btn_notification" />
Button
TextView
Notification
Bildirishnoma

№ 10.

Manba: Android Programming: The Big Nerd Ranch Guide, Third Edition, Bill Phillips, Chris Stewart, Kristin Marsicano, Chapter 7

Qiyinlik darajasi – 1

EditText komponentasi ishlatilganda o'chib ketadigan so'z kiritish uchun qanday atributdan foydalaniladi?
hint
text
colortext
textsize

№ 11.

Manba: Android Programming: The Big Nerd Ranch Guide, Third Edition, Bill Phillips, Chris Stewart, Kristin Marsicano, Chapter 7

Qiyinlik darajasi – 1

CheckBox qiymati true yoki false ekanligini tekshirish uchun bu sinfining qanday metodidan foydalaniladi?
isChecked()
setAllCaps()
animate()

callOnClick()

№ 12.

Manba: Android Programming: The Big Nerd Ranch Guide, Third Edition, Bill Phillips, Chris Stewart, Kristin Marsicano, Chapter 25

Qiyinlik darajasi – 1

Quyidagi berilgan kod qismi qanday element qo'yish uchun ishlatiladi?

<ProgressBar android:id="@+id/Progress"

android:layout width="wrap content" android:layout height="wrap content" />

ProgressBar

TextView

Progress

Jarayon

№ 13.

Manba: Android Programming: The Big Nerd Ranch Guide, Third Edition, Bill Phillips, Chris Stewart, Kristin Marsicano, Chapter 7

Qiyinlik darajasi – 1

Quyidagi berilgan kod qismi qanday element qo'yish uchun ishlatiladi?

<EditText

android:id="@+id/matn"

android:layout_width="100dp"

android:layout_height="wrap_content"/>
--

EditText

Text

Matn

Rasm

№ 14.

Manba: Android Programming: The Big Nerd Ranch Guide, Third Edition, Bill Phillips, Chris Stewart, Kristin Marsicano, Chapter 28

Qiyinlik darajasi – 2

Xabarnoma(Notification)ni tashkil etuvchilar to'g'ri ko'rsatilgan qatorni belgilang

sarlavha (Header) maydoni, tarkib (Content) maydoni, harakat (Action) maydoni

sarlavha (Header) maydoni, tarkib (Content) maydoni, ma'lumotlar bazasi (database) maydoni
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sarlavha (Header) maydoni, harakat (Action) maydoni, ma'lumotlar bazasi (database) maydoni
--

tarkib (Content) maydoni, harakat (Action) maydoni, ma'lumotlar bazasi (database) maydoni

№ 15.

Manba: Android Programming: The Big Nerd Ranch Guide, Third Edition, Bill Phillips, Chris Stewart, Kristin Marsicano, Chapter 28

Qiyinlik darajasi – 2

Xabarnoma(Notification)lar bilan ishlashda muxim bo'lgan sinflarni belgilang
NotificationChannel, NotificationManager, NotificationCompat
AppCompatActivity, NotificationManager, NotificationCompat
NotificationChannel, NotificationManager, MainActivity
Notification, MainActivity, AppCompatActivity

№ 16.

Manba: Android Programming: The Big Nerd Ranch Guide, Third Edition, Bill Phillips, Chris Stewart, Kristin Marsicano, Chapter 14

Qiyinlik darajasi – 2

Ma'lumotlar bazasi bilan ishlashda muxim bo'lgan sinflarni belgilang
ContentValues, SQLiteDatabase, Cursor
ContentValues, SQLiteDatabase, MainActivity
NotificationManager, SQLiteDatabase, MainActivity
Cursor, ContentValues, MainActivity

№ 17.

Manba: Android Programming: The Big Nerd Ranch Guide, Third Edition, Bill Phillips, Chris Stewart, Kristin Marsicano, Chapter 14

Qiyinlik darajasi – 2

Berilgan kod qismi nima vazifani bajaradi?
this.getReadableDatabase().delete(TABLE_Hamkorlar, null,null);
Jadvaldagi barcha qatorlardagi ma'lumotlarni o'chiradi
Jadvalda birinchi qatordagi ma'lumotlarni o'chiradi
Jadvalda oxirgi qatordagi ma'lumotlarni o'chiradi
Jadvalda belgilangan qatordagi ma'lumotlarni o'chiradi

№ 18.

Manba: Android Programming: The Big Nerd Ranch Guide, Third Edition, Bill Phillips, Chris Stewart, Kristin Marsicano, Chapter 1

Qiyinlik darajasi – 2

RelativeLayoutdan foydalanib elementlarni markazga(ham vertikal, ham gorizantal) joylashtirishda qanday atributdan foydalaniladi
layout_centerInParent
layout_centerHorizontal
layout_centerVertical
layout_center

№ 19.

Manba: Head First Android Development: A Learner's Guide to Building Android Apps with Kotlin, Dawn Griffiths, David Griffiths, Chapter 3

Qiyinlik darajasi – 1

LinearLayout chegarasidan unda joylashtirilgan elementlarni to'rt tomondan bir xil masofalarga ichkariga surish uchun qanday atributdan foydalaniladi
padding
layout_margin
layout_width
layout_height

№ 20.

Manba: Head First Android Development: A Learner's Guide to Building Android Apps with Kotlin, Dawn Griffiths, David Griffiths, Chapter 3

Qiyinlik darajasi – 1

LinearLayout chegarasini u joylashgan grafik interfeysdan to'rt tomondan bir xil masofalarga ichkariga surish uchun qanday atributdan foydalaniladi
layout_margin
padding
layout_width
layout_height

№ 21.

Manba: Android Programming: The Big Nerd Ranch Guide, Third Edition, Bill Phillips, Chris Stewart, Kristin Marsicano, Chapter 1

Qiyinlik darajasi – 2

wrap_content va match_parent qiymatlari qanday farqlanadi
match_parent qiymati butun ekran yoki Layout bo'ylab joylashishni bildiradi
wrap_content qiymati butun ekran yoki Layout bo'ylab joylashishni bildiradi
match_parent qiymati butun ekran yoki Layout bo'ylab markazga joylashishni bildiradi
wrap_content qiymati butun ekran yoki Layout bo'ylab markazga joylashishni bildiradi

№ 22.

Manba: Flutter in Action, Eric Windmill, Part 1, Chapter 1

Qiyinlik darajasi – 1

Ham android, ham iOS tizimlari uchun ilovalar ishlab chiqish mumkin bo'lgan frameworkni belgilang
flutter
dart
Android studio
xcode

№ 23.

Manba: Flutter in Action, Eric Windmill, Part 1, Chapter 1

Qiyinlik darajasi – 1

Flutter frameworkida qaysi dasturlash tilida kodlar yoziladi
dart
kotlin
swift
java

№ 24.

Manba: Android Programming: The Big Nerd Ranch Guide, Third Edition, Bill Phillips, Chris Stewart, Kristin Marsicano, Chapter 1

Qiyinlik darajasi – 1

Android ilovalarida rasmlar ma'lumotlarni qaysi komponenta yordamida joylashtirish mumkin
ImageView
TextView
EditText
ImageClass

№ 25.

Manba: Android Programming: The Big Nerd Ranch Guide, Third Edition, Bill Phillips, Chris Stewart, Kristin Marsicano, Chapter 10

Qiyinlik darajasi – 1

Intent ob'yekti orqali boshqa activityga ma'lumot olib o'tishda qaysi metoddan foydalaniladi
putExtra()
getIntent()
setIntent()
getSerializableExtra()

№ 26.

Manba: Android Programming: The Big Nerd Ranch Guide, Third Edition, Bill Phillips, Chris Stewart, Kristin Marsicano, Chapter 3

Qiyinlik darajasi – 1

TextView elementidagi matn rangini qaysi atribut yordamida o'rnatish mumkin
textColor
colorText
background
color

№ 27.

Manba: Android Programming: The Big Nerd Ranch Guide, Third Edition, Bill Phillips, Chris Stewart, Kristin Marsicano, Chapter 1

Qiyinlik darajasi – 1

Android ilovalari grafik interfeysida elementlar idsi qaysi atribut yordamida o'rnatiladi

id
layout_id
text
padding

№ 28.

Manba: Android Programming: The Big Nerd Ranch Guide, Third Edition, Bill Phillips, Chris Stewart, Kristin Marsicano, Chapter 9

Qiyinlik darajasi – 2

Android ilovalari garafik interfeysida rang qiymati to'g'ri o'rnatilgan javobni belgilang
android:textColor="#152FBF"
android:textSize="25dp"
android:textColor="152FBF"
android:color="black"

№ 29.

Manba: Android Programming: The Big Nerd Ranch Guide, Third Edition, Bill Phillips, Chris Stewart, Kristin Marsicano, Chapter 9

Qiyinlik darajasi – 1

Ovozli ma'lumotlarni qaysi papkaga saqlash kerak?
raw nomli papka yaratiladi va unda saqlanadi
drawable
layout
minimap

№ 30.

Manba: Android Programming: The Big Nerd Ranch Guide, Third Edition, Bill Phillips, Chris Stewart, Kristin Marsicano, Chapter 3

Qiyinlik darajasi – 2

Kodda xatoni aniqlang? btn.setOnClickListener(new View.OnClickListener() { public void onClick (View v) { btn.setBackgroundTintList(ColorStateList.valueOf(Color.RED)); } });
@Override yozilmagan hamda onClick metodi onClick sifatida yoziladi
@Override yozilmagan
onClick metodi onClick sifatida yoziladi
OnClickListener metodi onClickListener sifatida yoziladi

№ 31. Android Programming: The Big Nerd Ranch Guide, Third Edition, Bill Phillips, Chris Stewart, Kristin Marsicano, Chapter 9

Manba:

Qiyinlik darajasi – 2

Ilova nomini qanday o'zgartirish mumkin?
values papkasidagi strings.xml faylidagi kod orqali

main_activity.xml faylidagi kodlarni yozish orqali
Buni qilish mumkin emas
O'rnatishdan so'ng uni qurilmada o'zgartirish mumkin

№ 32. Android Programming: The Big Nerd Ranch Guide, Third Edition, Bill Phillips, Chris Stewart, Kristin Marsicano, Chapter 1

Manba:

Qiyinlik darajasi – 1

Android Studioda qancha virtual qurilma qo'shish mumkin?
Siz cheklanmagan miqdorda qo'shishingiz mumkin
5 dan oshmasligi kerak
10 dan oshmasligi kerak
1 dan 3 gacha

№ 33.

Manba: Android Programming: The Big Nerd Ranch Guide, Third Edition, Bill Phillips, Chris Stewart, Kristin Marsicano, Chapter 1

Qiyinlik darajasi – 1

Android ilovalar ishlab chiqish uchun qanday dasturlar kerak?
JDK, Android SDK, Android Studio
Faqat Android Studio
Faqat JDK
Faqat Android SDK

№ 34.

Manba: Android Programming: The Big Nerd Ranch Guide, Third Edition, Bill Phillips, Chris Stewart, Kristin Marsicano, Chapter 10

Qiyinlik darajasi – 2

Nima uchun fragment kerak?
Tugmalar, rasmlar va boshqa hamma narsalar bilan "subpage" ni joylashtirishga imkon beradi
Bu tugmalar, rasmlar va boshqa barcha narsalar mavjud bo'lgan yangi sahifalar
Videoni joylashtirishga imkon beradi
Rasmlarni joylashtirishga imkon beradi

№ 35.

Manba: Android Programming: The Big Nerd Ranch Guide, Third Edition, Bill Phillips, Chris Stewart, Kristin Marsicano, Chapter 3

Qiyinlik darajasi – 2

Qaysi sinf mavjud emas?
TextEdit
EditText
TextView
MediaPlayer

№ 36.

Manba: Android Programming: The Big Nerd Ranch Guide, Third Edition, Bill Phillips, Chris Stewart, Kristin Marsicano, Chapter 1

Qiyinlik darajasi – 2

Activity nima?
Bu barcha turdagi komponentlarning to'plami
Bu matn va rasmlar to'plami
Bu matn, rasm va videolar to'plamidir
Bu browserni namoyish qilish uchun joy

№ 37.

Manba: Android Programming: The Big Nerd Ranch Guide, Third Edition, Bill Phillips, Chris Stewart, Kristin Marsicano, Chapter 1

Qiyinlik darajasi – 1

Maslahatlar (podskazki) uchun qaysi sinfdan foydalaniladi?
Toast
Hint
Text
Message

№ 38.

Manba: Android Programming: The Big Nerd Ranch Guide, Third Edition, Bill Phillips, Chris Stewart, Kristin Marsicano, Chapter 1

Qiyinlik darajasi – 1

Ob'yektni element idsiga bog'lashda qanday metoddan foydalaniladi?
findViewById()
findById()
findViewId()
FindViewID()

№ 39.

Manba: Android Programming: The Big Nerd Ranch Guide, Third Edition, Bill Phillips, Chris Stewart, Kristin Marsicano, Chapter 1

Qiyinlik darajasi – 1

Qaysi turdagi qiymat ekranning to'liq kengligigacha egallaydi?
match_parent
wrap_parent
size_parent
fill_parent

№ 40.

Manba: Android Programming: The Big Nerd Ranch Guide, Third Edition, Bill Phillips, Chris Stewart, Kristin Marsicano, Chapter 3

Qiyinlik darajasi – 2

Ushbu xususiyat nima qiladi? `android:backgroundTint = "@android:color/holo_green_light"`

Ob'ektning orqa fonini o'rnatadi

Matn rangini belgilaydi

Matnning fonini o'rnatadi

Ob'ektning soyasini o'rnatadi

№ 41.

Manba: Android Programming: The Big Nerd Ranch Guide, Third Edition, Bill Phillips, Chris Stewart, Kristin Marsicano, Chapter 23

Qiyinlik darajasi – 1

Tasvirlarni qayerga joylashtirish kerak?

drawable papkasiga

layout papkasiga

java papkasiga

values papkasiga

№ 42.

Manba: Android Programming: The Big Nerd Ranch Guide, Third Edition, Bill Phillips, Chris Stewart, Kristin Marsicano, Chapter 1

Qiyinlik darajasi – 1

Android Studioda ilovalar qaysi dasturlash tilida ishlab chiqiladi?

Java, Kotlin, Dart

Swift

Faqat Dart

Faqat Java

№ 43.

Manba: Android Programming: The Big Nerd Ranch Guide, Third Edition, Bill Phillips, Chris Stewart, Kristin Marsicano, Chapter 1

Qiyinlik darajasi – 1

Boshqa dasturlarning ma'lumotlari va xizmatlaridan foydalanish uchun qaysi faylda foydalanuvchi ruxsat elementini qo'shishi talab etiladi

AndroidManifest.xml

Manifest.xml

Android.xml

MainActivity.xml

№ 44.

Manba: Android Programming: The Big Nerd Ranch Guide, Third Edition, Bill Phillips, Chris Stewart, Kristin Marsicano, Chapter 1

Qiyinlik darajasi – 1

Ilovada `matn(String)`larni qaysi faylda saqlash mumkin

string.xml
manifest.xml
web.xml
text.xml

№ 45.

Manba: Android Programming: The Big Nerd Ranch Guide, Third Edition, Bill Phillips, Chris Stewart, Kristin Marsicano, Chapter 14

Qiyinlik darajasi – 1

Androidda avtomatik taqdim etiladigan ma'lumotlar bazasini boshqarish tizimini belgilang
SQLite
Apache
Oracle
MySQL

№ 46.

Manba: Android Programming: The Big Nerd Ranch Guide, Third Edition, Bill Phillips, Chris Stewart, Kristin Marsicano, Chapter 1

Qiyinlik darajasi – 1

Androdi Studioda stillar qayerda saqlanadi
res papkasidagi fayllarda
layout papkasidagi fayllarda
java papkasidagi fayllarda
drawable papkasidagi fayllarda

№ 47.

Manba: Android Programming: The Big Nerd Ranch Guide, Third Edition, Bill Phillips, Chris Stewart, Kristin Marsicano, Chapter 13

Qiyinlik darajasi – 2

Ilovadagi context menyu buyrug'ini qayta ishlashda qanday metod qo'llaniladi?
onContextItemSelected()
onMenuItemClick()
onOptionsItemSelected()
onMenuItemSelected()

№ 48.

Manba: Android Programming: The Big Nerd Ranch Guide, Third Edition, Bill Phillips, Chris Stewart, Kristin Marsicano, Chapter 13

Qiyinlik darajasi – 2

Ilovadagi option menyu buyrug'ini qayta ishlashda qanday metod qo'llaniladi?
onOptionsItemSelected()
onContextItemSelected()
onMenuItemClick()

onMenuItemSelected()

№ 49.

Manba: Android Programming: The Big Nerd Ranch Guide, Third Edition, Bill Phillips, Chris Stewart, Kristin Marsicano, Chapter 13

Qiyinlik darajasi – 2

Ilovadagi option menyu xml faylini java fayliga bog'lashda qanday metod qo'llaniladi?

onCreateOptionsMenu()

onCreateContextMenu()

onOptionsItemSelected()

onContextItemSelected()

№ 50.

Manba: Android Programming: The Big Nerd Ranch Guide, Third Edition, Bill Phillips, Chris Stewart, Kristin Marsicano, Chapter 13

Qiyinlik darajasi – 2

Ilovadagi context menyu xml faylini java fayliga bog'lashda qanday metod qo'llaniladi?
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onCreateContextMenu()

onCreateOptionsMenu()

onOptionsItemSelected()

onContextItemSelected()

№ 51.

Manba: Android Programming: The Big Nerd Ranch Guide, Third Edition, Bill Phillips, Chris Stewart, Kristin Marsicano, Chapter 6

Qiyinlik darajasi – 1

C/C++ kodini Androidda ishlashga moslashtirishga imkon beruvchi ishlab chiqish vositasi

Android NDK

Android SDK

Marmalade SDK

Software Manager

№ 52.

Manba: Android Programming: The Big Nerd Ranch Guide, Third Edition, Bill Phillips, Chris Stewart, Kristin Marsicano, Chapter 1

Qiyinlik darajasi – 1

Mobil dasturni yaratish, kompilyatsiya qilish va yig'ish uchun zarur bo'lgan vositalarni o'z ichiga olgan dasturlash vositalarining to'plami
--

Android SDK

JDK

AVD

ADT plagini

№ 53.

Manba: Android Programming: The Big Nerd Ranch Guide, Third Edition, Bill Phillips, Chris Stewart, Kristin Marsicano, Chapter 1

Qiyinlik darajasi – 1

O'zining mobil qurilmasi dasturlari to'plamini to'ldirish uchun foydalanuvchi qaysi xizmatdan foydalanishi mumkin

Google Play

Google Markets

Android Play

Google Maps

№ 54.

Manba: РАЗРАБОТКА МОБИЛЬНЫХ ПРИЛОЖЕНИЙ, Бабомурадов О.Ж., Дощанова М.Ю., глава 2, 2.2-§

Qiyinlik darajasi – 1

Android arxitekturasidagi qaysi element apparat va dasturiy ta'minot to'plami o'rtasida mavhumlik qatlami bo'lib xizmat qiladi?

Linux Kernel

Libraries & Android Runtime

Application Framework

Applications

№ 55.

Manba: Android Programming: The Big Nerd Ranch Guide, Third Edition, Bill Phillips, Chris Stewart, Kristin Marsicano, Chapter 24

Qiyinlik darajasi – 1

Android 4.4 versiyasining nomi nima?

Kit Kat

kream-karamel

Krispy Kreme

Kitekat

№ 56.

Manba: РАЗРАБОТКА МОБИЛЬНЫХ ПРИЛОЖЕНИЙ, Бабомурадов О.Ж., Дощанова М.Ю., глава 2, 2.2-§

Qiyinlik darajasi – 1

Android operatsion tizimining asosi sifatida qanday operatsion tizim yadrosi ishlatilgan?

Linux

Windows

Mac OS

OS/2

№ 57.

Manba: Android Programming: The Big Nerd Ranch Guide, Third Edition, Bill Phillips, Chris Stewart, Kristin Marsicano, Chapter 33

Qiyinlik darajasi – 1

Android OTni ishlab chiqish va qo'llab-quvvatlash asosan qaysi kompaniya tomonidan amalga oshiriladi?

Google

Microsoft

Apple

Android

№ 58.

Manba:

Qiyinlik darajasi – 1

Qaysi sinf foydalanuvchi interfeysi (UI) komponentlari uchun asosiy qurilish blokidir, ekranning to'rtburchaklar maydonini belgilaydi, voqealarni chizish va boshqarish uchun javob beradi?

View

Widget

UIComponent

GUI

№ 59.

Manba: Android Programming: The Big Nerd Ranch Guide, Third Edition, Bill Phillips, Chris Stewart, Kristin Marsicano, Chapter 35

Qiyinlik darajasi – 1

Butun dastur menyusini belgilaydigan XML fayllarini qaysi papkaga joylashtirishingiz kerak?

res/menu

res/value

res/layout

res/items

№ 60.

Manba: Android Programming: The Big Nerd Ranch Guide, Third Edition, Bill Phillips, Chris Stewart, Kristin Marsicano, Chapter 28

Qiyinlik darajasi – 2

Qachon xabarnomalar(notification)dan foydalaniladi?

xabar muhim, ammo darhol o'qish va javob talab qilmaydi

xabar muhim, darhol o'qish va javob berishni talab qiladi

xabar muhim, ammo darhol o'qishni talab qiladi, lekin javob berish shart emas

xabar foydalanuvchidan javob talab qilmaydi, lekin uning ishini davom ettirish uchun muhimdir

№ 61.

Manba: Java: The Complete Reference, Eleventh Edition, Herbert Schildt, Part I, Chapter 1

Qiyinlik darajasi – 1

Java qachon qaysi tashkilot tomonidan ishlab chiqilgan?
1995 yil Sun kompaniyasi tomonidan
1991 yil Microsoft kompaniyasi tomonidan
1991 yil Sun kompaniyasi tomonidan
1995 yil Microsoft va Sun kompaniyasi tomonidan

№ 62.

Manba: Java: The Complete Reference, Eleventh Edition, Herbert Schildt, Part I, Chapter 3

Qiyinlik darajasi – 1

Java da ma'lumotlar tiplari nechta guruhga bo'linadi?
4 ta
5 ta
2 ta
3 ta

№ 63.

Manba: Java: The Complete Reference, Eleventh Edition, Herbert Schildt, Part I, Chapter 3

Qiyinlik darajasi – 2

Javada asosiy ma'lumotlar tiplarini ko'rsating?
int, byte, short, long, boolean, float, double, char
struct, byte, string, short, float, char, double
byte, int, short, long, float, double, string, boolean
class, int, string, struct, float, double, boolean

№ 64.

Manba: Java: The Complete Reference, Eleventh Edition, Herbert Schildt, Part I, Chapter 6

Qiyinlik darajasi – 2

Ob'ektga yo'naltirilgan dasturlashning asosiy tamoyillari qaysilar?
inkapsulyatsiya, vorislik, polimorfizm
strukturali dasturlash, struktura, sinflar
ob'ektlar va sinflar, polimorfizm, abstrakt sinflar
abstrakt sinflar, inkapsulyatsiya, ob'ekt metodlari

№ 65.

Manba: Java: The Complete Reference, Eleventh Edition, Herbert Schildt, Part I, Chapter 6

Qiyinlik darajasi – 2

Konstruktor uchun quyidagilardan qaysi biri noto‘g‘ri?
konstruktor qaytarish tipi har doim void bo‘ladi
sinfning ob‘ekti yaratilganda ishga tushadi
bitta sinfda bir nechta konstruktorlar bo‘ladi
nomi sinf nomi bilan bir xil bo‘ladi

№ 66.

Manba: Java: The Complete Reference, Eleventh Edition, Herbert Schildt, Part I, Chapter 7

Qiyinlik darajasi – 2

Javada ob‘ekt yaratish to‘g‘ri ko‘rsatilgan qatorni ko‘rsating?
Computer comp = new Computer();
Computer() comp = new Computer()
Computer comp = new Computer[]
Computer comp = new[] Computer()

№ 67.

Manba: Java: The Complete Reference, Eleventh Edition, Herbert Schildt, Part I, Chapter 7

Qiyinlik darajasi – 2

Ob‘ekt o‘zgaruvchisiga qanday murojaat qilinadi. To‘g‘ri javobni ko‘rsating?
ObjectReference.variableName;
ObjectReference->variableName;
ObjectReference this.variableName;
ObjectReference variableName;

№ 68.

Manba: Java: The Complete Reference, Eleventh Edition, Herbert Schildt, Part I, Chapter 7

Qiyinlik darajasi – 2

Ob‘ekt metodiga qanday murojaat qilinadi. To‘g‘ri javobni ko‘rsating?
ObjectReference.MethodName();
Ob‘ekt metodigametodiga murojaat qilib bo‘lmaydi
this.MethodName();
ObjectReference->MethodName();

№ 69.

Manba: Java: The Complete Reference, Eleventh Edition, Herbert Schildt, Part I, Chapter 8

Qiyinlik darajasi – 1

Javada voris olish uchun qanday kalit so‘zdan foydalaniladi?
extends
inheritance

super
derived

№ 70.

Manba: Java: The Complete Reference, Eleventh Edition, Herbert Schildt, Part I, Chapter 8

Qiyinlik darajasi – 2

Javada voris olish uchun to'g'ri yozilgan kod qatorini ko'rsating?
class derived extends base{ }
class derived extends public base{ }
class derived extends protected base{ }
protected class derived : base{ }

№ 71.

Manba: Java: The Complete Reference, Eleventh Edition, Herbert Schildt, Part I, Chapter 7

Qiyinlik darajasi – 1

Qanday turdagi polimorfizmlar mavjud?
runtime, compile time
executable, runtime
overloadable, compile time
executable, compile time

№ 72.

Manba: Java: The Complete Reference, Eleventh Edition, Herbert Schildt, Part I, Chapter 8

Qiyinlik darajasi – 1

Bir nomli va bir xil parametrlil funksiyalar hamda ularga murojaat qilish nima deyiladi?
metodlarni qayta yozish(override)
metodlarni qayta yuklash(overload)
metodlarni parametrsiz yuklash
metodlarni parametrlil yuklash

№ 73.

Manba: Java: The Complete Reference, Eleventh Edition, Herbert Schildt, Part I, Chapter 7

Qiyinlik darajasi – 1

Bir nomli lekin turli xil parametrlil funksiyalar va ularga murojaat qilish nima deyiladi?
metodlarni qayta yuklash
metodlarni parametrlil yuklash
metodlarni qayta yozish
metodlarni parametrsiz yuklash

№ 74.

Manba: Java: The Complete Reference, Eleventh Edition, Herbert Schildt, Part I, Chapter 8

Qiyinlik darajasi – 2

Oddiy metod bilan abstrakt metodning qanday farqi bor?
abstrakt metod tanasi yozilmaydi
abstrakt metod tanasi yozilmaydi va parametrlari bo'lmaydi
farqi yo'q, ikkala holatda ham metod qonuniyatlari o'zgarmaydi
abstrakt metod tanasi yoziladi lekin parametr qabul qilmaydi

№ 75.

Manba: Java: The Complete Reference, Eleventh Edition, Herbert Schildt, Part I, Chapter 3

Qiyinlik darajasi – 1

Qaysi ma'lumotlar tipi haqiqiy sonlar tipiga kiradi?
float
int
void
char

№ 76.

Manba: Java: The Complete Reference, Eleventh Edition, Herbert Schildt, Part I, Chapter 3

Qiyinlik darajasi – 1

Qaysi ma'lumotlar tipi butun sonlar tipiga kiradi?
int
char
void
float

№ 77.

Manba: Java: The Complete Reference, Eleventh Edition, Herbert Schildt, Part I, Chapter 3

Qiyinlik darajasi – 1

Uzunligi 32 bitdan ko'p bo'lgan ma'lumotning haqiqiy tipi qaysi so'z orqali ifodalanadi?
double
float
short
int

№ 78.

Manba: Java: The Complete Reference, Eleventh Edition, Herbert Schildt, Part I, Chapter 3

Qiyinlik darajasi – 2

&& va operatsiyalar:
ikkita mantiqiy qiymatlarni solishtiradi
ikkita sonli qiymatlarni kombinatsiyalaydi
ikkita sonli qiymatlarni solishtiradi
ikkita bulli qiymatlarni ko'paytiradi

№ 79.

Manba: Java: The Complete Reference, Eleventh Edition, Herbert Schildt, Part I, Chapter 3

Qiyinlik darajasi – 2

Qanday shartlar bajarilganda $X > Y \ \&\& \ A < B$ rost qiymatga ega bo'ladi?
$X > Y, A < B$
$X > Y, A > B$
$X < Y, A > B$
$X < Y, A < B$

№ 80.

Manba: Java: The Complete Reference, Eleventh Edition, Herbert Schildt, Part I, Chapter 7

Qiyinlik darajasi – 1

Qiymat qaytaruvchi metod o'z ichida qaysi so'zni olishi shart?
return
new
void
break

№ 81.

Manba: Java: The Complete Reference, Eleventh Edition, Herbert Schildt, Part I, Chapter 7

Qiyinlik darajasi – 1

Qiymat qaytarmaydigan metod qaysi so'z orqali ifodalanadi?
void
new
delete
break

№ 82.

Manba: Java: The Complete Reference, Eleventh Edition, Herbert Schildt, Part I, Chapter 3

Qiyinlik darajasi – 1

Java tilida nechta standard ma'lumotlar tiplari mavjud?

8
4
12
6

№ 83.

Manba: Java: The Complete Reference, Eleventh Edition, Herbert Schildt, Part I, Chapter 4

Qiyinlik darajasi – 1

Qaysi qatorda arifmetik operatorlar to‘g‘ri keltirilgan?
*, /, +, -, %
&&, , !
*, /, +, -, ==, !=
>, <, ==, !=, <=, >=

№ 84.

Manba: Java: The Complete Reference, Eleventh Edition, Herbert Schildt, Part I, Chapter 4

Qiyinlik darajasi – 1

Qaysi qatorda mantiqiy operatorlar to‘g‘ri keltirilgan?
&&, , !
*, /, +, -, ==, !=
>, <, ==, !=, <=, >=
*, /, +, -, %

№ 85.

Manba: Java: The Complete Reference, Eleventh Edition, Herbert Schildt, Part I, Chapter 4

Qiyinlik darajasi – 1

Qaysi qatorda solishtirish operatorlar to‘g‘ri keltirilgan?
>, <, ==, !=, <=, >=
*, /, +, -, %
&&, , !
*, /, +, -, ==, !=

№ 86.

Manba: Java: The Complete Reference, Eleventh Edition, Herbert Schildt, Part I, Chapter 4

Qiyinlik darajasi – 2

O‘zgaruvchilarning sonli qiymatni o‘zlashtirish tartibini ko‘rsating? a=b=c=10;
c, b, a
a, c, b
b, c, a
b, a, c

№ 87.

Manba: Java: The Complete Reference, Eleventh Edition, Herbert Schildt, Part I, Chapter 3

Qiyinlik darajasi – 1

Java tilida ma'lumotlar tipi butun sonlar guruhiga tegishli bo'lmagan javobni belgilang
float
short
byte
long

№ 88.

Manba: Java: The Complete Reference, Eleventh Edition, Herbert Schildt, Part I, Chapter 3

Qiyinlik darajasi – 1

Java tilida konstantalar qanday belgilanadi?
final kalit so'zidan foydalanib
faqatgina bosh harflar bilan
define kalit so'zidan foydalanib
const kalit so'zidan foydalanib

№ 89.

Manba: Java: The Complete Reference, Eleventh Edition, Herbert Schildt, Part I, Chapter 4

Qiyinlik darajasi – 1

Qaysi so'z yordamida ko'p alternativli tanlash amalga oshirilishi mumkin?
switch
throw
public
struct

№ 90.

Manba: Java: The Complete Reference, Eleventh Edition, Herbert Schildt, Part I, Chapter 4

Qiyinlik darajasi – 1

Siklni keyingi bosh iteratsiyasiga qaysi operator yuboradi?
continue
switch
break
if

№ 91.

Manba: Java: The Complete Reference, Eleventh Edition, Herbert Schildt, Part I, Chapter 4

Qiyinlik darajasi – 1

Qaysi soʻz yordamida sikldan chiqish bajariladi?
break
new
void
delete

№ 92.

Manba: Java: The Complete Reference, Eleventh Edition, Herbert Schildt, Part I, Chapter 2

Qiyinlik darajasi – 2

Java dasturlash tilida izoh qanday belgilanadi?
/* ... */
(...)
/.../
{...}

№ 93.

Manba: Java: The Complete Reference, Eleventh Edition, Herbert Schildt, Part I, Chapter 4

Qiyinlik darajasi – 2

Shart operatori qaysi konstruktsiya yordamida ifodalanadi?
if (mantiqiy_qiymat) {...}
do {...} while (mantiqiy_qiymat)
while (mantiqiy_qiymat) {...} else {...}
while (mantiqiy_qiymat) {...}

№ 94.

Manba: Java: The Complete Reference, Eleventh Edition, Herbert Schildt, Part I, Chapter 4

Qiyinlik darajasi – 2

Operatorlar bloki qaysi qavslar orqali belgilanadi?
{...}
(...)
/.../
...

№ 95.

Manba: Java: The Complete Reference, Eleventh Edition, Herbert Schildt, Part I, Chapter 4

Qiyinlik darajasi – 2

Avval shart tekshiriladigan sikl qaysi konstruktsiya yordamida bajariladi?
--

<code>while (mantiqiy_qiymat) { ... }</code>
<code>do { ... } while (mantiqiy_qiymat)</code>
<code>while (mantiqiy_qiymat) { ... } else { ... }</code>
<code>for (ifoda_1 ; mantiqiy_qiymat ; ifoda_2) { ... }</code>

№ 96.

Manba: Java: The Complete Reference, Eleventh Edition, Herbert Schildt, Part I, Chapter 4

Qiyinlik darajasi – 2

Quyidagi “do { ... } while (mantiqiy_qiymat)” konstruksiyadan foydalanish nimani bildiradi?
<code>keyin shart tekshiriladigan sikl</code>
<code>avval shart tekshiriladigan sikl</code>
<code>parametrik sikl</code>
<code>ko'p alternativi to'plam</code>

№ 97.

Manba: Java: The Complete Reference, Eleventh Edition, Herbert Schildt, Part I, Chapter 4

Qiyinlik darajasi – 2

Qaysi konstruksiya yordamida parametrik sikl ifodalanadi?
<code>for (ifoda_1 ; mantiqiy_qiymat ; ifoda_2) { ... }</code>
<code>do { ... } while (mantiqiy_qiymat)</code>
<code>while (mantiqiy_qiymat) { ... }</code>
<code>if (mantiqiy_qiymat) { ... } else { ... }</code>

№ 98.

Manba: Java: The Complete Reference, Eleventh Edition, Herbert Schildt, Part I, Chapter 4

Qiyinlik darajasi – 1

Quyida keltirilgan so'zlarning qaysi biri sikl operatorida ishlatiladi?
<code>for</code>
<code>if</code>
<code>break</code>
<code>switch</code>

№ 99.

Manba: Java: The Complete Reference, Eleventh Edition, Herbert Schildt, Part I, Chapter 4

Qiyinlik darajasi – 2

Agar continue operatori sikl operatori ichida kelsa, u xolda:
<code>u boshqaruvni siklning keyingi iteratsiyasi boshlanishiga uzatadi</code>
<code>u boshqaruvni siklning oldingi iteratsiyasi oxiriga uzatadi</code>
<code>u boshqaruvni belgidan keyin kelgan sikl iteratsiyasiga uzatadi</code>

u boshqaruvni ssikldan keyingi operatorga uzatadi

№ 100.

Manba: Java: The Complete Reference, Eleventh Edition, Herbert Schildt, Part I, Chapter 4

Qiyinlik darajasi – 2

Quyidagi sikllarning qaysi biri cheksiz bajariladi?

for (int i=10; i>6; i++) { ... }
--

for (int i=0; i>=1; i++) { ... }

for (int i=1; i>23; i++) { ... }

for (int i=5; i>15; i++) { ... }

№ 101.

Manba: Java: The Complete Reference, Eleventh Edition, Herbert Schildt, Part I, Chapter 4

Qiyinlik darajasi – 2

Quyidagi sikllarning qaysi biri cheksiz bajariladi?

for (;) { ... }

for (int i=0; i>=1; i++) { ... }

for (int i=1; i>23; i++) { ... }

for (int i=5; i>15; i++) { ... }

№ 102.

Manba: Java: The Complete Reference, Eleventh Edition, Herbert Schildt, Part I, Chapter 4

Qiyinlik darajasi – 1

Quyida keltirilgan so'zlarning qaysi biri sikl operatorida ishlatiladi?

while

switch

if-else-if

continue

№ 103.

Manba: Java: The Complete Reference, Eleventh Edition, Herbert Schildt, Part I, Chapter 7

Qiyinlik darajasi – 1

Qaysi so'z yordamida statik a'zolar ta'riflanadi?

Static

Final

Public

Private

№ 104.

Manba: Java: The Complete Reference, Eleventh Edition, Herbert Schildt, Part I, Chapter 20

Qiyinlik darajasi – 1

Sana bilan ishlash uchun qanday sinfdan foydalaniladi?
Date
Demo
Math
Time

№ 105.

Manba: Java: The Complete Reference, Eleventh Edition, Herbert Schildt, Part I, Chapter 19

Qiyinlik darajasi – 1

Qaysi kalit soʻz yordamida tasodifiy sonlar generatori taʼriflanadi?
random
implements
finalize
generator

№ 106.

Manba: Java: The Complete Reference, Eleventh Edition, Herbert Schildt, Part I, Chapter 4

Qiyinlik darajasi – 2

x qiymatini aniqlang: int x,y,z; y=8; z=2; x=(y=2)+(z+=3);
7
13
6
5

№ 107.

Manba: Java: The Complete Reference, Eleventh Edition, Herbert Schildt, Part I, Chapter 4

Qiyinlik darajasi – 2

x ning qiymati nimaga teng: int x,y; y=21; x= ++y - y++;
0
1
2
21

№ 108.

Manba: Java: The Complete Reference, Eleventh Edition, Herbert Schildt, Part I, Chapter 4

Qiyinlik darajasi – 2

Kvadrat (n,n) matritsaning qaysi qismini berilgan fragment kodi to'ldiradi? for (int i=1; i<=n; i++) for (int j=1; j<i; j++) { ... }
asosiy diagonal ostidagi elementlarni
asosiy diagonal ustidagi elementlarni
asosiy diagonal elementlarini
Qo'shimcha diagonal elementlarini

№ 109.

Manba: Java: The Complete Reference, Eleventh Edition, Herbert Schildt, Part I, Chapter 3

Qiyinlik darajasi – 2

Massivni e'lon qilish noto'g'ri ko'rsatilgan qatorni toping
int a[4]={ 1,2,3,4};
int a[]={ 1,2,3,4};
int a[][]={{ 1,2},{ 3,4}};
int a[];

№ 110.

Manba: Java: The Complete Reference, Eleventh Edition, Herbert Schildt, Part I, Chapter 3

Qiyinlik darajasi – 1

Satr tipi qaysi kalit so'z orqali ifodalanadi
String
boolean
float
double

№ 111.

Manba: Java: The Complete Reference, Eleventh Edition, Herbert Schildt, Part I, Chapter 3

Qiyinlik darajasi – 1

Qaysi metod satrdagi simvollar sonini qaytaradi?
length()
strlen()
maxlength()
maxsize()

№ 112.

Manba: Java: The Complete Reference, Eleventh Edition, Herbert Schildt, Part I, Chapter 8

Qiyinlik darajasi – 1

Qaysi so'z yordamida faqat sinf ichida yoki uning avlodlarida sinfning a'zolaridan foydalanish huquqini berish mumkin?
protected

static
private
friend

№ 113.

Manba: Java: The Complete Reference, Eleventh Edition, Herbert Schildt, Part I, Chapter 8

Qiyinlik darajasi – 1

Qaysi soʻz yordamida faqat sinf ichida sinfning aʼzolaridan foydalanish huquqini berish mumkin?
private
protected
static
friend

№ 114.

Manba: Java: The Complete Reference, Eleventh Edition, Herbert Schildt, Part I, Chapter 8

Qiyinlik darajasi – 1

Sinf aʼzosiga sinf ichida va tashqarisida murojaat huquqini berish qaysi soʻz yordamida amalga oshiriladi?
public
throw
switch
struct

№ 115.

Manba: Java: The Complete Reference, Eleventh Edition, Herbert Schildt, Part I, Chapter 8

Qiyinlik darajasi – 1

Sinf komponentasiga sinf nomi orqali murojaat qilish mumkin boʻlishi uchun u qanday taʼriflanishi lozim?
static va public
static va protected
static va private
friend va public

№ 116.

Manba: Java: The Complete Reference, Eleventh Edition, Herbert Schildt, Part I, Chapter 7

Qiyinlik darajasi – 1

Obʼektni initsializatsiya qilish uchun ishlatiladigan metodni belgilang
konstruktor
destruktor

statik
main

№ 117.

Manba: Java: The Complete Reference, Eleventh Edition, Herbert Schildt, Part I, Chapter 8

Qiyinlik darajasi – 1

Supersinf qaysi operator yordamida ko'rsatiladi?
extends
class
inheriting
parents

№ 118.

Manba: Java: The Complete Reference, Eleventh Edition, Herbert Schildt, Part I, Chapter 8

Qiyinlik darajasi – 2

Vorislik nima?
Yangi sinf asos sinfnig barcha xususiyatlari va metodlarini, shuningdek yangi metodlar va ma'lumotlar maydonini tashkil etishi
Yangi sinfnig asos sinfdan keyin kelishi
Asos sinfnig boshqa sinflarga ta'sir ko'rsata olishi, ya'ni undagi o'zgaruvchilarning global e'lon qilinishi
Yangi sinf o'zidan oldingi sinflarning barchasi bilan bog'liqligi

№ 119.

Manba: Java: The Complete Reference, Eleventh Edition, Herbert Schildt, Part I, Chapter 8

Qiyinlik darajasi – 2

Voris sinf bu:
bir sinfga boshqa sinf funksionalligining o'tishidir
bir ob'ekt boshqa ob'ektga ilova qo'shishi
bir ob'ektga boshqa ob'ekt nusxasini qo'shish
sinf metodlarini qayta ta'riflash

№ 120.

Manba: Java: The Complete Reference, Eleventh Edition, Herbert Schildt, Part I, Chapter 8

Qiyinlik darajasi – 2

Polimorfizm bu:
bitta interfeys yordamida bir nechta metodlarga murojaat qilish
bir ob'ektga boshqa ob'ekt nusxasini qo'shish
bir ob'ekt boshqa ob'ektga ilova qo'shishi
yagona ob'ektda ma'lumotlar va shu ma'lumotlarga ilovalarni jamlash

№ 121.

Manba: Java: The Complete Reference, Eleventh Edition, Herbert Schildt, Part I, Chapter 9

Qiyinlik darajasi – 2

Implements operatori qanday vazifani bajaradi?
Sinfning aniqlanishiga qo'shimcha bo'lib, interfeysni realizatsiya qiladi
Sinfning tarkibida interfeysning mavjudligini tekshiradi
Interfeys va sinf o'rtasidagi bog'liqlikning mavjudligi bildiradi
Bitta interfeys yordamida bir nechta metodlarga murojaat qilish

№ 122.

Manba: Java: The Complete Reference, Eleventh Edition, Herbert Schildt, Part I, Chapter 9

Qiyinlik darajasi – 1

Operator interface qanday vazifani bajaradi?
Interfeys e'lon qilinishida foydalaniladi
Sinf tanasida interfeys mavjudligini tekshiradi
Interfeys va sinfni bog'lash uchun
Sinf ta'rifiga qo'shimcha bo'lib, interfeys realizatsiyasi uchun xizmat qiladi

№ 123.

Manba: Java: The Complete Reference, Eleventh Edition, Herbert Schildt, Part I, Chapter 10

Qiyinlik darajasi – 1

Istisnolarni generatsiya qilish qaysi so'z yordamida amalga oshiriladi?
throw
switch
public
struct

№ 124.

Manba: Java: The Complete Reference, Eleventh Edition, Herbert Schildt, Part I, Chapter 10

Qiyinlik darajasi – 1

Istisnolarni qayta ishlash blogini e'lon qilish qaysi so'z yordamida amalga oshiriladi?
catch
operator
friend
try

№ 125.

Manba: Java: The Complete Reference, Eleventh Edition, Herbert Schildt, Part I, Chapter 10

Qiyinlik darajasi – 1

Istisnolar hosil bo'lishi mumkin bo'lgan blokni e'lon qilish qaysi so'z yordamida amalga oshiriladi?
try
catch
friend
operator

№ 126.

Manba: Java: The Complete Reference, Eleventh Edition, Herbert Schildt, Part I, Chapter 10

Qiyinlik darajasi – 1

Istisnolar bilan bog'liq kalit so'zni ko'rsating?
Exception
Super
Extends
Import

№ 127.

Manba: Java: The Complete Reference, Eleventh Edition, Herbert Schildt, Part I, Chapter 10

Qiyinlik darajasi – 1

Qaysi so'z istisnolar ierarxiyasi yuqorisida turadi?
Throwable
Extends
Finalize
Super

№ 128.

Manba: Android Programming: The Big Nerd Ranch Guide, Third Edition, Bill Phillips, Chris Stewart, Kristin Marsicano, Chapter 1

Qiyinlik darajasi – 2

Mobil operatsion tizimlari asosan nechta platformadan iborat?
2 ta, "user-facing" va quyi sathdagi real-vaqt operatsion tizimidan iborat
yagona mobil operatsion tizimidan iborat
3 ta, "user-facing", quyi va yuqori sathdagi operatsion tizim platformasidan iborat
2 ta, server va klient operatsion tizim platformasidan iborat

№ 129.

Manba: РАЗРАБОТКА МОБИЛЬНЫХ ПРИЛОЖЕНИЙ, Бабомурадов О.Ж., Дощанова М.Ю., глава 2, 2.2-§

Qiyinlik darajasi – 2

Qanday turdagi mobil operatsion tizimlar mavjud?
Android, BlackBerry, iOS, Marmalade, Java ME
BlackBerry, iOS, Windows, Linux, MeeGo
iOS, Windows, Android, Marmalade, Java ME
FireFoxOS, Windows, Android, Marmalade, Palm OS

№ 130.

Manba: [https://en.wikipedia.org/wiki/Android_\(operating_system\)](https://en.wikipedia.org/wiki/Android_(operating_system))

Qiyinlik darajasi – 1

Birinchi Android smartfonlari qachon yaratilgan?
2007
2005
2008
2006

№ 131.

Manba: [https://en.wikipedia.org/wiki/Android_\(operating_system\)](https://en.wikipedia.org/wiki/Android_(operating_system))

Qiyinlik darajasi – 1

Birinchi rasmiy Android operatsion tizimi qachon foydalanuvchilarga taqdim qilingan?
2008 yil 23-sentabr
2007 yil 13-sentabr
2007 yil 29-iyul
2008 yil 23-oktabr

№ 132.

Manba: <https://en.wikipedia.org/wiki/IOS>

Qiyinlik darajasi – 1

Birinchi rasmiy iOS operatsion tizimi qachon foydalanuvchilarga taqdim qilingan?
2007 yil 29-iyul
2007 yil 13-sentabr
2008 yil 23-sentabr
2008 yil 23-oktabr

№ 133.

Manba: РАЗРАБОТКА МОБИЛЬНЫХ ПРИЛОЖЕНИЙ, Бабомурадов О.Ж., Доцанова М.Ю., глава 2, 2.3-§

Qiyinlik darajasi – 2

Android operatsion tizimi uchun dasturiy vositalar yaratishda asosan qanday dasturlash tillaridan foydalaniladi?
Java, Kotlin, Dart, qisman C/C++
Objective – C, Objective Pascal

HTML5, CSS, JavaScript, Swift
Faqat Java va C#

№ 134.

Manba: РАЗРАБОТКА МОБИЛЬНЫХ ПРИЛОЖЕНИЙ, Бабомурадов О.Ж., Доцанова М.Ю., глава 2, 2.2-§

Qiyinlik darajasi – 2

Android operatsion tizim platformasi nechta asosiy qismdan iborat?
5 ta, Application, Application Framework, Android Runtime, Libraries, Linux Kernel
3 ta, Application, IntelliJ IDEA va Linux kernel
4 ta, Application, Application Framework, Genymotion va Linux kernel
5 ta, Application Framework, Genymotion, Linux kernel, Libraries

№ 135.

Manba: Android Programming: The Big Nerd Ranch Guide, Third Edition, Bill Phillips, Chris Stewart, Kristin Marsicano, Introduction

Qiyinlik darajasi – 1

Android operatsion tizimi uchun dasturiy vositalar yaratishda qanday instrumental dasturiy vositalar oʻrnatiladi?
JDK (Java Development Kit), Android Studio
JDK (Java Development Kit) va Dev-C++
ADT (Android Developer Tools) va Code::Blocks
JDK (Java Development Kit), Code::Blocks

№ 136.

Manba: РАЗРАБОТКА МОБИЛЬНЫХ ПРИЛОЖЕНИЙ, Бабомурадов О.Ж., Доцанова М.Ю., ГЛОССАРИЙ

Qiyinlik darajasi – 1

API qisqartmasi qanday nomlanadi?
Application Programming Interface
Android Programming Interaction
Application Programming Interaction
Android Program Interface

№ 137.

Manba: [https://en.wikipedia.org/wiki/Android_\(operating_system\)](https://en.wikipedia.org/wiki/Android_(operating_system))

Qiyinlik darajasi – 1

Androidning Jelly Bean nomli turi qaysi qaysi versiyalar va API level ni oʻz ichiga oladi?
Android 4.1, 4.2, 4.3 va 16-18 API level larni
Jelly Bean versiyada API level mavjud emas
Android 4.3, 4.4 va 18-19 API level larni
Android 4.3, 4.4, 5.0 va 18-20 API level larni

№ 138.

Manba: Android Programming: The Big Nerd Ranch Guide, Third Edition, Bill Phillips, Chris Stewart, Kristin Marsicano, Chapter 1

Qiyinlik darajasi – 2

Android Studioda yangi loyiha yaratildi. Ushbu yaratilgan loyiha ichida avtomatik hosil bo'lgan res papkasida nimalar joylashadi?
loyihaga tegishli resurslar (layout, string, style va h.k.lar)
asosiy java fayllar
AndroidManifest.xml fayli joylashadi
Loyihaning asosiy activity fayllari

№ 139.

Manba: Android Programming: The Big Nerd Ranch Guide, Third Edition, Bill Phillips, Chris Stewart, Kristin Marsicano, Chapter 1

Qiyinlik darajasi – 2

Android Studioda yangi Android loyiha yaratildi. Ushbu yaratilgan loyiha ichida avtomatik hosil bo'lgan java papkasida nimalar joylashadi?
asosiy activity fayllar
loyiha interfeys fayllari
AndroidManifest.xml fayli joylashadi
loyihaga tegishli resurslar (layout, string, style va h.k.lar)

№ 140.

Manba: Android Programming: The Big Nerd Ranch Guide, Third Edition, Bill Phillips, Chris Stewart, Kristin Marsicano, Chapter 1

Qiyinlik darajasi – 2

Android Studioda yangi Android loyiha yaratildi. Ushbu yaratilgan loyiha ichida avtomatik hosil bo'lgan AndroidManifest.xml faylini izohlang?
ilova haqidagi asosiy ma'lumotlarni saqlovchi fayl hisoblanadi
asosiy activity fayl hisoblanadi
asosiy layout fayl hisoblanadi
ilovadagi faqat activitylar haqidagi ma'lumotlarni saqlovchi fayl hisoblanadi

№ 141.

Manba: Android Programming: The Big Nerd Ranch Guide, Third Edition, Bill Phillips, Chris Stewart, Kristin Marsicano, Chapter 1

Qiyinlik darajasi – 1

Android Studioda yangi Android loyiha yaratildi, va ushbu loyiha ishga tushirilgandan keyin yaratiladigan .apk fayli qayerda (loyihaning qaysi papkasida) joylashadi?
outputs papkasida
gen papkasida
src papkasida

res papkasida

№ 142.

Manba: Android Programming: The Big Nerd Ranch Guide, Third Edition, Bill Phillips, Chris Stewart, Kristin Marsicano, Chapter 1

Qiyinlik darajasi – 1

AVD ning o‘rniga qanday virtual mashinalardan foydalanish mumkin?

Genymotion, BlueStacks

JDK, Android SDK, Genymotion

BlueStacks, Android SDK, Eclipse

Android SDK, Eclipse, IntelliJ IDEA

№ 143.

Manba: Android Programming: The Big Nerd Ranch Guide, Third Edition, Bill Phillips, Chris Stewart, Kristin Marsicano, Chapter 3

Qiyinlik darajasi – 2

Activity nima?

ilova interfeysini boshqaruvchi asosiy .java kengaytmali fayl

ilovadagi hodisalarni boshqaruvchi tugmalar jamlanmasi
--

parallel jarayonlarni boshqaruvchi .java kengaytmali fayl

android ilova interfeysi

№ 144.

Manba: РАЗРАБОТКА МОБИЛЬНЫХ ПРИЛОЖЕНИЙ, Бабомурадов О.Ж., Дошанова М.Ю., глава 1, 1.3-§

Qiyinlik darajasi – 2

setContentView() metodidan qanday foydalaniladi?
--

setContentView(R.layout.xmlfilename)

app.setContentView()

setContentView(R.app.layout)

app.setContentView(R.layout.xmlfilename)
--

№ 145.

Manba: Android Programming: The Big Nerd Ranch Guide, Third Edition, Bill Phillips, Chris Stewart, Kristin Marsicano, Chapter 5

Qiyinlik darajasi – 1

Android ilova yaratilganda loyihaning qaysi faylida ilova haqidagi umumiy ma’lumotlar saqlanadi?
--

AndroidManifest.xml

res/layout/main.xml

AndroidManifest.java

Manifest.xml

№ 146.

Manba: РАЗРАБОТКА МОБИЛЬНЫХ ПРИЛОЖЕНИЙ, Бабомурадов О.Ж.,
Дошанова М.Ю., глава 1, 1.3-§

Qiyinlik darajasi – 2

onCreate() metodi qanday holatda ishga tushadi?
loyiga yaratilayotgan ya'ni activity ishga tushganda birinchi marta chaqiriladi
loyiha to'xtab turgan paytda chaqiriladi
activity natijasi foydalanuvchiga ko'ringanda chaqiriladi
activity foydalanuvchiga ko'rinmay qolganida chaqiriladi

№ 147.

Manba: РАЗРАБОТКА МОБИЛЬНЫХ ПРИЛОЖЕНИЙ, Бабомурадов О.Ж.,
Дошанова М.Ю., глава 1, 1.3-§

Qiyinlik darajasi – 2

onStart() metodi qanday holatda ishga tushadi?
activity natijasi foydalanuvchiga ko'ringanda chaqiriladi
activity ish faoliyati to'xtatilib qayta ishga tushirilganida chiqariladi
activity foydalanuvchi tomonidan ishlatilayotganda chaqiriladi
activity foydalanuvchiga ko'rinmay qolganida chaqiriladi

№ 148.

Manba: РАЗРАБОТКА МОБИЛЬНЫХ ПРИЛОЖЕНИЙ, Бабомурадов О.Ж.,
Дошанова М.Ю., глава 1, 1.3-§

Qiyinlik darajasi – 2

onPause() metodi qanday holatda ishga tushadi?
joriy activity faoliyati vaqtinchalik to'xtatilib boshqa activity faollashtirilganda chaqiriladi
activity natijasi foydalanuvchiga ko'ringanda chaqiriladi
activity foydalanuvchiga ko'rinmay qolganida chaqiriladi
activity to'xtatilgan vaqtda chaqiriladi

№ 149.

Manba: РАЗРАБОТКА МОБИЛЬНЫХ ПРИЛОЖЕНИЙ, Бабомурадов О.Ж.,
Дошанова М.Ю., глава 1, 1.3-§

Qiyinlik darajasi – 2

onStop() metodi qanday holatda ishga tushadi?
activity foydalanuvchiga ko'rinmay qolganida chaqiriladi
activity natijasi foydalanuvchiga ko'ringanda chaqiriladi
activity to'xtatilgan vaqtda chaqiriladi
joriy activity faoliyati vaqtinchalik to'xtatilib boshqa activity faollashtirilganda chaqiriladi

№ 150.

Manba: РАЗРАБОТКА МОБИЛЬНЫХ ПРИЛОЖЕНИЙ, Бабомурадов О.Ж.,
Дошанова М.Ю., глава 1, 1.3-§

Qiyinlik darajasi – 2

onDestroy() metodi qanday holatda ishga tushadi?
activity to'xtatilgan vaqtda chaqiriladi
activity foydalanuvchiga ko'rinmay qolganida chaqiriladi
activity natijasi foydalanuvchiga ko'ringanda chaqiriladi
joriy activity faoliyati vaqtinchalik to'xtatilib boshqa activity faollashtirilganda chaqiriladi

№ 151.

Manba: Android Programming: The Big Nerd Ranch Guide, Third Edition, Bill Phillips, Chris Stewart, Kristin Marsicano, Chapter 15

Qiyinlik darajasi – 2

startActivity() metodi nima uchun ishlatiladi?
intent ob'ekti orqali chaqirilgan activity ni ishga tushiradi
joriy activity ni ishga tushirish uchun
Android tizimida bunday metod mavjud emas
joriy activity ni ish faoliyatini to'xtatib qayta ishga tushiradi

№ 152.

Manba: Android Programming: The Big Nerd Ranch Guide, Third Edition, Bill Phillips, Chris Stewart, Kristin Marsicano, Chapter 1

Qiyinlik darajasi – 2

Quyida layout lar to'g'ri ko'rsatilgan javobni aniqlang
LinearLayout, RelativeLayout, TableLayout, FrameLayout
ImageView, RelativeLayout, TableLayout, ButtonLayout
LeanerLayout, ImageView, ButtonLayout, GridLayout
Gridlayout, TableLayout, AbsoluteLayout, ButtonLayout

№ 153.

Manba: Head First Android Development: A Learner's Guide to Building Android Apps with Kotlin, Dawn Griffiths, David Griffiths, Chapter 3

Qiyinlik darajasi – 1

LinearLayout komponentalarni qanday ko'rinishda joylashtiradi?
gorizontal yoki vertikal holatda
komponentalarni bir-biriga bog'liq holda
jadval ko'rinishida
ekranning x va y koordinatalari bo'yicha

№ 154.

Manba: Android Programming: The Big Nerd Ranch Guide, Third Edition, Bill Phillips, Chris Stewart, Kristin Marsicano, Chapter 1

Qiyinlik darajasi – 1

TableLayout komponentalarni qanday ko'rinishda joylashtiradi?
jadval ko'rinishida

ekranning x va y koordinatalari bo'yicha
komponentalarni bir-biriga bog'liq holda
gorizontal yoki vertikal holatda

№ 155.

Manba: Android Programming: The Big Nerd Ranch Guide, Third Edition, Bill Phillips, Chris Stewart, Kristin Marsicano, Chapter 1

Qiyinlik darajasi – 2

RelativeLayout komponentalarni qanday ko'rinishda joylashtiradi?
komponentalarni bir-biriga bog'liq holda
gorizontal yoki vertikal holatda
komponentalarni bir-biriga bog'liq yoki vertikal holatda
ekranning x va y koordinatalari bo'yicha

№ 156.

Manba: Head First Android Development: A Learner's Guide to Building Android Apps with Kotlin, Dawn Griffiths, David Griffiths, Chapter 3

Qiyinlik darajasi – 1

Android ilovadarida ekranning to'rtta burchagi hisobiga komponentalarni boshqarish nima deb ataladi?
Anchoring
Resizing and repositioning
Display orientation
RelativeLayout

№ 157.

Manba: Android Programming: The Big Nerd Ranch Guide, Third Edition, Bill Phillips, Chris Stewart, Kristin Marsicano, Chapter 3

Qiyinlik darajasi – 2

ToggleButton qanday komponenta hisoblanadi?
checked/unchecked holatining indikator li ko'rinishi
Buttonga o'xshash va bu komponentaga rasm joylashtirish mumkin
oddiy checkboxga o'xshash komponenta
radiobutton komponentasining boshqacha ko'rinishi

№ 158.

Manba: Android Programming: The Big Nerd Ranch Guide, Third Edition, Bill Phillips, Chris Stewart, Kristin Marsicano, Chapter 2

Qiyinlik darajasi – 1

AutoCompleteTextView va EditText komponentalarning bir-biridan farqi nimada?
AutoCompleteTextView komponentasi kiritilayotgan matnni avtomatik to'ldirish imkoniyatini beradi
AutoCompleteTextView komponentasida matn to'liq ko'rinadi

AutoCompleteTextView komponentasiga faqat matn kiritiladi
Ikkalasi ham bir xil funksiyani bajaradi

№ 159.

Manba: Android Programming: The Big Nerd Ranch Guide, Third Edition, Bill Phillips, Chris Stewart, Kristin Marsicano, Chapter 8

Qiyinlik darajasi – 2

Quyida keltirilgan qaysi javobda faqat AdapterView komponentalari joylashgan?
ListView, GridView, SpinnerView
ListAdapter, GridView, Gallery
ArrayAdapter, ListAdapter, CursorAdapter
ListAdapter, SpinnerAdapter, GridView

№ 160.

Manba: Android Programming: The Big Nerd Ranch Guide, Third Edition, Bill Phillips, Chris Stewart, Kristin Marsicano, Chapter 8

Qiyinlik darajasi – 2

BaseAdapter sinfining voris sinflari qaysilar?
ArrayAdapter, ListAdapter, SpinnerAdapter, CursorAdapter
ListAdapter, SpinnerAdapter, ListView, GridView
SpinnerAdapter, CursorAdapter, Spinner, Gallery
ListView, GridView, SpinnerView, Gallery

№ 161.

Manba: Android Programming: The Big Nerd Ranch Guide, Third Edition, Bill Phillips, Chris Stewart, Kristin Marsicano, Chapter 8

Qiyinlik darajasi – 2

GridView komponentasi nima uchun ishlatiladi?
ImageView bilan birgalikda rasmlarni ekranga ikki o'lovli grid ko'rinishida hosil qilish uchun
barcha komponentalarni jadval ko'rinishda joylashtirish uchun
galereyadagi rasmlarni ekranda ko'rsatish uchun
matnlarni ekranga gorizontal yoki vertikal joylashtirish uchun

№ 162.

Manba: Android Programming: The Big Nerd Ranch Guide, Third Edition, Bill Phillips, Chris Stewart, Kristin Marsicano, Chapter 7

Qiyinlik darajasi – 2

Android dasturlarida EditText komponentani (misol uchun ushbu komponenta id si "edittext1"ga teng)id bo'yicha to'g'ri chaqirilgan javobni ko'rsating?
R.id.edittext1
R.layout.id[edittext1]
R.res.id.edittext1
R.layout.edittext1

№ 163.

Manba: Android Programming: The Big Nerd Ranch Guide, Third Edition, Bill Phillips, Chris Stewart, Kristin Marsicano, Chapter 13

Qiyinlik darajasi – 2

Android ilovalarida asosan qanday menyular mavjud?
Option menu, Context menu
Grid menu, Option menu
Layout menu, Grid menu
Context menu, Grid menu

№ 164.

Manba: Android Programming: The Big Nerd Ranch Guide, Third Edition, Bill Phillips, Chris Stewart, Kristin Marsicano, Chapter 13

Qiyinlik darajasi – 2

onCreateContextMenu()metodi qachon ishlatiladi?
ilovalarda Context menu yaratilayotganda
ilovalarda Grid menu yaratilayotganda
ilovalarda Option menu yaratilayotganda
ilovalarda Layout menu yaratilayotganda

№ 165.

Manba: Android Programming: The Big Nerd Ranch Guide, Third Edition, Bill Phillips, Chris Stewart, Kristin Marsicano, Chapter 13

Qiyinlik darajasi – 2

onCreateOptionsMenu()metodi qachon ishlatiladi?
ilovalarda Option menu yaratilayotganda
ilovalarda Layout menu yaratilayotganda
ilovalarda Context menu yaratilayotganda
ilovalarda Grid menu yaratilayotganda

№ 166.

Manba: Android Programming: The Big Nerd Ranch Guide, Third Edition, Bill Phillips, Chris Stewart, Kristin Marsicano, Chapter 32

Qiyinlik darajasi – 2

Alpha animatsiya bu -
ob'ektning shaffoflik darajasi o'zgarishi
ob'ektning o'lchami o'zgargan holda bor yoki yo'q bo'lishi
ob'ektni bir joydan ikkinchi joyga harakatlanishi
ob'ektni burish

№ 167.

Manba: Android Programming: The Big Nerd Ranch Guide, Third Edition, Bill Phillips, Chris Stewart, Kristin Marsicano, Chapter 32

Qiyinlik darajasi – 2

Scale animatsiya bu -
ob'ektning o'lchami o'zgargan holda bor yoki yo'q bo'lishi
ob'ektni bir joydan ikkinchi joyga harakatlanishi
ob'ektni burish
ob'ektning shaffoflik darajasi o'zgarishi

№ 168. Android Programming: The Big Nerd Ranch Guide, Third Edition, Bill Phillips, Chris Stewart, Kristin Marsicano, Chapter 32

Manba:

Qiyinlik darajasi – 2

Translate animatsiya bu -
ob'ektni bir joydan ikkinchi joyga harakatlanishi
ob'ektni burish
ob'ektning shaffoflik darajasi o'zgarishi
ob'ektning o'lchami o'zgargan holda bor yoki yo'q bo'lishi

№ 169. Android Programming: The Big Nerd Ranch Guide, Third Edition, Bill Phillips, Chris Stewart, Kristin Marsicano, Chapter 32

Manba:

Qiyinlik darajasi – 2

Rotate animatsiya bu -
ob'ektni burish
ob'ektni bir joydan ikkinchi joyga harakatlanishi
ob'ektning o'lchami o'zgargan holda bor yoki yo'q bo'lishi
ob'ektning shaffoflik darajasi o'zgarishi

№ 170.

Manba: Android Programming: The Big Nerd Ranch Guide, Third Edition, Bill Phillips, Chris Stewart, Kristin Marsicano, Chapter 7

Qiyinlik darajasi – 2

View komponentalarida isChecked() metodi nima uchun ishlatiladi?
radiobutton yoki checkbox komponentasining belgilanganligini tekshirish uchun
radiobutton yoki button bosilganligini tekshirish uchun
Gallery dagi bironta rasm belgilanganligini tekshirish uchun
Bunday metod mavjud emas

№ 171.

Manba: Android Programming: The Big Nerd Ranch Guide, Third Edition, Bill Phillips, Chris Stewart, Kristin Marsicano, Chapter 13

Qiyinlik darajasi – 1

Android tizimida ilovaning display bo'ylab joylashuvining qanday orientatsiya turlari mavjud?
portrait, landscape

portrait, horizontal
horizontal, relative
relative, portrait

№ 172.

Manba: Android Programming: The Big Nerd Ranch Guide, Third Edition, Bill Phillips, Chris Stewart, Kristin Marsicano, Chapter 13

Qiyinlik darajasi – 2

Ilova interfeysini “resizing and repositioning” display orientatsiyasi qanday xususiyatga ega?
ilova interfeysini yaratishda har bir orientatsiya (portrait, landscape) uchun alohida fayl yaratiladi
ilova interfeysini yaratishda ekranning to‘rtta burchagiga asoslanadi
ilovaning interfeysini yaratishda intent ob’ektlarini filtrlaydi
ilovaning interfeysini yaratishda animatsiyalardan foydalanishni ta’minlaydi

№ 173.

Manba: Android Programming: The Big Nerd Ranch Guide, Third Edition, Bill Phillips, Chris Stewart, Kristin Marsicano, Introduction

Qiyinlik darajasi – 1

SDK kengaytmasi qanday?
Software Development Kit
Self-Development Kernel
Standart Development Kit
Software Design Kit

№ 174.

Manba: Android Programming: The Big Nerd Ranch Guide, Third Edition, Bill Phillips, Chris Stewart, Kristin Marsicano, Introduction

Qiyinlik darajasi – 2

Android SDK nima uchun ishlatiladi?
Android ilovalarini yaratishda ishlatiladigan kutubxona, kodlar tasnifi va debugger hisoblanadi
Android ilovalarini yaratishda standart klasslarni kompilyatsiya qiladi
Virtual mashinani to‘liq boshqaradi
Java virtual mashinasi ishlashi uchun kutubxona

№ 175.

Manba: Android Programming: The Big Nerd Ranch Guide, Third Edition, Bill Phillips, Chris Stewart, Kristin Marsicano, Introduction

Qiyinlik darajasi – 1

JVM kengaytmasi qanday?
Java Virtual Machine
Java Vending Machine

Java Virtual Mechanism
Java Visual Mechanism

№ 176.

Manba: Android Programming: The Big Nerd Ranch Guide, Third Edition, Bill Phillips, Chris Stewart, Kristin Marsicano, Chapter 2

Qiyinlik darajasi – 2

ImageView img; Mazkur rasmni o‘ziga o‘zlashtiruvchi “img” ob’ektiga qaysi metod orqali animatsiya o‘rnatish mumkin?
img.startAnimation(animationObject)
img.setAnimation(animationObject)
img.showAnimation(animationObject)
ImageView::setAnimation(img.animationObject)

№ 177.

Manba: Android Programming: The Big Nerd Ranch Guide, Third Edition, Bill Phillips, Chris Stewart, Kristin Marsicano, Chapter 14

Qiyinlik darajasi – 1

Android ilovalarida asosan necha xil ma’lumot saqlash turlari mavjud?
3
2
4
1

№ 178.

Manba: Android Programming: The Big Nerd Ranch Guide, Third Edition, Bill Phillips, Chris Stewart, Kristin Marsicano, Chapter 27

Qiyinlik darajasi – 2

Ilova ma’lumotlarini avtomatik XML faylga saqlashda qanday ob’ektdan foydalaniladi?
SharedPreferences ob’ekti orqali
FileWriter ob’ekti orqali
ilova ma’lumotlarini XML faylda saqlash imkoniyati yo‘q
FileBuffer ob’ekti orqali

№ 179.

Manba: Android Programming: The Big Nerd Ranch Guide, Third Edition, Bill Phillips, Chris Stewart, Kristin Marsicano, Introduction

Qiyinlik darajasi – 1

DDMS kengaytmasi qanday va u nima uchun ishlatiladi?
Dalvik Debug Monitor Service (SDK asosida ilova holatini grafik interfeys orqali boshqarish uchun dastur)
Data Debugger Monitoring System (ilovani grafik interfeysini boshqaruvchi dastur)

Data Debugging Mobile System (mobil ilovaning ma'lumotlar bazasini boshqaruvchi dastur)
Dalvik Data Mobile System (ilova ma'lumotlarini Dalvik mashinasi orqali boshqaruvchi dastur)

№ 180.

Manba: Java: The Complete Reference, Eleventh Edition, Herbert Schildt, Part I, Chapter 21

Qiyinlik darajasi – 1

Faylga ma'lumot yozish uchun qanday sinflardan foydalaniladi?
FileOutputStream va OutputStreamWriter
FileInputStream va OutputStreamWriter
FileInputStream va InputStreamReader
InputStreamReader va OutputStreamWriter

№ 181.

Manba: Android Programming: The Big Nerd Ranch Guide, Third Edition, Bill Phillips, Chris Stewart, Kristin Marsicano, Chapter 14

Qiyinlik darajasi – 2

Android ilovalarida ma'lumotlar bazasi bilan ishlashda Cursor sinfi nima uchun ishlatiladi?
Ma'lumotlar bazasidagi jadvallardan satr ma'lumotlarini o'qish uchun
Ma'lumotlar bazasidagi jadvallardan ustun ma'lumotlarini o'qish uchun
Ma'lumotlar bazasiga bog'lanishni tashkil qilish uchun
Ma'lumotlar bazasidagi jadvallar ma'lumotlarini o'zgartirish uchun

№ 182.

Manba: Android Programming: The Big Nerd Ranch Guide, Third Edition, Bill Phillips, Chris Stewart, Kristin Marsicano, Chapter 5

Qiyinlik darajasi – 2

Content Provider nima?
Android ilovalarida paketlararo ma'lumot almashish uchun ishlatiladi
Android ilovalarida internetga ulanishni ta'minlaydi
Ilovalarda internet provayderlarga bog'lanish protokollar paketi
Ilovalar uchun ma'lumotlar bazasini boshqarish tizimi

№ 183.

Manba: Android Programming: The Big Nerd Ranch Guide, Third Edition, Bill Phillips, Chris Stewart, Kristin Marsicano, Chapter 15

Qiyinlik darajasi – 2

Content Provider orqali ma'lumot o'qish so'roviga to'g'ri keltirilgan misolni belgilang
content://contacts/people/2
http://contacts/people/2

https://contacts/people/2
provider://contacts/people/2

№ 184.

Manba: Android Programming: The Big Nerd Ranch Guide, Third Edition, Bill Phillips, Chris Stewart, Kristin Marsicano, Chapter 33

Qiyinlik darajasi – 1

LBS kengaytmasi qanday?
Location Based Services
Load Binding System
Loading Base Servers
Location Binding Servers

№ 185.

Manba: Android Programming: The Big Nerd Ranch Guide, Third Edition, Bill Phillips, Chris Stewart, Kristin Marsicano, Chapter 33

Qiyinlik darajasi – 2

Android SDK kutubxonasida Google APIs nima uchun ishlatiladi?
ilovalarda karta va GPS xizmatini boshqarish uchun
ilovalarda karta xizmati va google qidiruv xizmatini boshqarish uchun
ilovalarda GPS xizmatini boshqarish uchun
ilovalarda google qidiruv xizmatini boshqarish uchun

№ 186.

Manba: Android Programming: The Big Nerd Ranch Guide, Third Edition, Bill Phillips, Chris Stewart, Kristin Marsicano, Chapter 1

Qiyinlik darajasi – 2

Ilova internet xizmatidan foydalana olishi uchun AndroidManifest.xml fayliga qanday kod qismi qo'shilishi kerak?
<uses-permission android:name="android.permission.INTERNET"/>
<uses-permission android:name="android.permission.INTERNET"/>
<uses-allow android:name="android.permission.INTERNET"/>
<uses-request android:name="android.permission.INTERNET"/>

№ 187.

Manba: Android Programming: The Big Nerd Ranch Guide, Third Edition, Bill Phillips, Chris Stewart, Kristin Marsicano, Chapter 25

Qiyinlik darajasi – 1

JSON kengaytmasi qanday?
JavaScript Object Notation
Java Server Object Native
JavaScript Object Native
Java Server Object Notation

№ 188.

Manba: Android Programming: The Big Nerd Ranch Guide, Third Edition, Bill Phillips, Chris Stewart, Kristin Marsicano, Chapter 33

Qiyinlik darajasi – 2

Loyiha uchun Google API kaliti qanday generatsiya qilinadi?
Google maxsus modulida kompyuter MD5 kodini generatsiya qilish orqali
Avtomatik tarzda internet orqali
Bu pulli xizmat generatsiya qilish imkoniyati yo‘q
Google API kaliti har mobil qurilmaning o‘zida mavjud bo‘ladi, generatsiya qilish shart emas

№ 189.

Manba: Android Programming: The Big Nerd Ranch Guide, Third Edition, Bill Phillips, Chris Stewart, Kristin Marsicano, Chapter 9

Qiyinlik darajasi – 1

Qaysi faylda loyihaning satrli ma’lumotlari (resurslari) joylashadi?
strings.xml
AndroidManifest.xml
activityfullscreen.xml
text.xml

№ 190.

Manba: Android Programming: The Big Nerd Ranch Guide, Third Edition, Bill Phillips, Chris Stewart, Kristin Marsicano, Introduction

Qiyinlik darajasi – 1

Ishlab chiqilgan ilovani ishchi kompyuterda testlash uchun qanday vositadan foydalaniladi?
Android virtual device (AVD)
Android virtual machine (AVM)
Java virtual machine (JVM)
Dalvik virtual machine (DVM)

№ 191.

Manba: Android Programming: The Big Nerd Ranch Guide, Third Edition, Bill Phillips, Chris Stewart, Kristin Marsicano, Chapter 29

Qiyinlik darajasi – 2

Ilovaga tashqi manbalardan kirib keluvchi ma’lumotlarni boshqaruvchi sinf nomini ko‘rsating?
BroadcastReceiver
ContentProvider
ViewReceiver
IntentReceiver

№ 192.

Manba: Android Programming: The Big Nerd Ranch Guide, Third Edition, Bill Phillips, Chris Stewart, Kristin Marsicano, Chapter 1

Qiyinlik darajasi – 1

Android-illovalarida foydalanuvchi grafik interfeysini yaratishda qaysi razmetkali tildan foydalaniladi?

xml

gml

xhtml

html

№ 193.

Manba: Android Programming: The Big Nerd Ranch Guide, Third Edition, Bill Phillips, Chris Stewart, Kristin Marsicano, Chapter 28

Qiyinlik darajasi – 2

Ilovada qo‘shimcha xizmatlarni ishga tushirish uchun qaysi metoddan foydalaniladi?

bindService()

openService()

createService()

runService()

№ 194.

Manba: Android Programming: The Big Nerd Ranch Guide, Third Edition, Bill Phillips, Chris Stewart, Kristin Marsicano, Chapter 1

Qiyinlik darajasi – 2

res/value/ papkasi nima uchun ishlatiladi?

satrlı, sonlı, tasvirli ma’lumotlarni saqllovchi XML fayllarni saqlash uchun

satrlı, sonlı, tasvir va shunga o‘xshash ma’lumotlarni saqllovchi HTML fayllarni saqlash uchun

faqat grafik ob’ektlar va resurslarni saqllovchi XML fayllarni saqlash uchun

faqat grafik ob’ektlar va resurslarni saqllovchi HTML fayllarni saqlash uchun

№ 195.

Manba: Android Programming: The Big Nerd Ranch Guide, Third Edition, Bill Phillips, Chris Stewart, Kristin Marsicano, Chapter 12

Qiyinlik darajasi – 2

AlertDialog bu:

sarlavha, 3 tagacha tugma, qiymatlarni belgilash va tanlash mumkin bo‘lgan ro‘yhatdan iborat dialog oynasi

shaxsiy dialog oynasini yaratish uchun konteyner

joriy sana va vaqtni belgilab beruvchi dialog oynasi

qandaydir jarayonni ko‘rsatib beruvchi dialog oynasi

№ 196.

Manba: Android Programming: The Big Nerd Ranch Guide, Third Edition, Bill Phillips, Chris Stewart, Kristin Marsicano, Chapter 12

Qiyinlik darajasi – 2

DialogFragment bu:
shaxsiy dialog oynasini yaratish uchun konteyner
qandaydir jarayonni ko'rsatib beruvchi dialog oynasi
sarlavha, 3 tagacha tugma, qiymatlarni belgilash va tanlash mumkin bo'lgan ro'yhatdan iborat dialog oynasi
joriy sana va vaqtni belgilab beruvchi dialog oynasi

№ 197.

Manba: Java: The Complete Reference, Eleventh Edition, Herbert Schildt, Part I, Chapter 8

Qiyinlik darajasi – 2

Abstrakt metod bu -
tanasi yozilmaydigan metod
abstrakt sinf turlaridan biri
abstrakt sinf vorisi hisoblanadi
qayta yuklanadigan metod

№ 198.

Manba: Android Programming: The Big Nerd Ranch Guide, Third Edition, Bill Phillips, Chris Stewart, Kristin Marsicano, Chapter 1

Qiyinlik darajasi – 2

Loyihaga yangi activity qo'shilganda loyihaga qanday o'zgartirish kiritish lozim?
yangi activity haqidagi ma'lumotni loyiha AndroidManifest fayliga qo'shish lozim
bu yangi loyiha yaratilganligini bildiradi
emulyator ni ishga tushirish kerak
loyiha uchun MultiActivity SDK dasturini yuklab olish va sozlash lozim

№ 199.

Manba: Java: The Complete Reference, Eleventh Edition, Herbert Schildt, Part I, Chapter 8

Qiyinlik darajasi – 2

Abstrakt sinf bu -
ob'ekt yaratish imkoniyati mavjud bo'lmagan sinf
faqatgina bitta ob'ekt yaratish uchun mo'ljallangan sinf
tanasi yozilmaydigan va abstrakt metodga ega sinf
nomga ega bo'lmagan sinf

№ 200.

Manba: Android Programming: The Big Nerd Ranch Guide, Third Edition, Bill Phillips, Chris Stewart, Kristin Marsicano, Chapter 8

Qiyinlik darajasi – 2

Adapter interfeysi nima uchun ishlatiladi?
resurs va komponentalar o'rtasidagi bog'liqlikni ta'minlab beradi
bunday interfeysdan foydalanib bo'lmaydi chunki u abstrakt
Android SDK versiyalari o'rtasida bog'liklikni amalga oshiradi
mobil qurilmaga qo'shimcha ma'lumot yuklash uchun portlarni aktivlashtiradi