

# FIT2081 Mobile application development - S1 2023 MUM

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<b>Started on</b>	Tuesday, 16 May 2023, 3:41 PM
<b>State</b>	Finished
<b>Completed on</b>	Tuesday, 16 May 2023, 3:47 PM
<b>Time taken</b>	6 mins 16 secs
<b>Grade</b>	Not yet graded

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### Question 1

Complete

Marked out of 10.00

### Question 1

```
import android.os.Bundle;
import android.view.View;

public class MainActivity extends AppCompatActivity {

    GestureDetector gestureDetector;
    int longPress;
    int singleTap;

    @Override
    protected void onCreate(Bundle savedInstanceState){
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_main);
        View layout = findViewById(R.id.main_layout);

        gestureDetector = new GestureDetector(this, new MyGestureDetector());

        layout.setOnTouchListener(new View.OnTouchListener(){
            @Override
            public boolean onTouch(View view, MotionEvent motionEvent){
                Toast.makeText(getApplicationContext(), "LP: " + longPress + " ST: " + singleTap,
                Toast.LENGTH_SHORT).show();
                gestureDetector.OnTouchEvent(motionEvent);
                return true;
            }
        });
    }

    class MyGestureDetector extends GestureDetector.SimpleOnGestureListener {

        @Override
        public void onLongPress(MotionEvent motionEvent){
            longPress += 1;
        }

        @Override
        public boolean onSingleTapConfirmed(@NonNull MotionEvent e) {
            singleTap += 1;
            return super.onSingleTapConfirmed(e);
        }
    }
}
```

## Question 2

Complete

Not graded

### Question 2

When user touch the screen of their device, there will be a pointer and index. Each pointer gets a unique ID which is the pointer ID and during the gesture's lifetime, it is used to track the pointers within the gesture. Every pointer ID is unique and there is no repetition where as index is the arrangement or sequence of pointers when used. When a pointer leaves the screen the pointers' indices or index in this case will change and shift upwards. For example,

Pointer | Index | ID

=====

Finger1 | 0 | 1000

Finger2 | 1 | 1001

Finger3 | 2 | 1002

In this scenario, Each Finger or pointer have an index and Id but if Finger1 have left the screen, it will become as so:

Pointer | Index | ID

=====

Finger2 | 0 | 1001

Finger3 | 1 | 1002

The index will shift upwards where 1 becomes 0 and 2 becomes 1 but here the Pointer ID is not changed and is maintained. It can be understand as index is reused but ID is uniquely belonged to a specific finger of that motion until it leaves the screen.

In conclusion, Index of finger will change overtime when user touch and not touch their screen but their pointer Id wouldn't. One can directly access the specific pointer (finger) through the pointer id but can't through the pointer index and the index will change overtime throughout the pointer lifetime as user touch and leave their screen.

## Question 3

Not answered

Not graded

### Question 3

Question **4**

Not answered

Not graded

Question 4

Question **5**

Not answered

Not graded

Question 5

Jump to...

