FIT2081 Mobile application development - S1 2023 MUM

Started on	Sunday, 7 May 2023, 12:54 PM
State	Finished
Completed on	Sunday, 7 May 2023, 12:55 PM
Time taken	48 secs
Grade	**10.00** out of 10.00 (**100**%)

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Question **1**

Correct

Mark 2.00 out of 2.00

Which motion event does not exist in the MotionEvent class?

Select one:

- ○ a.   ACTION_OUTSIDE
- ○ b.   ACTION_CANCEL
- ○ c.   ACTION_POINTER_DOWN
- ○ d.   ACTION_DOWN
- ◉ e.   ACTION_POINTER_MOVE   ✔
- ○ f.   ACTION_UP
- ○ g.   ACTION_POINTER_UP
- ○ h.   ACTION_MOVE

Your answer is correct.

The correct answer is:
ACTION_POINTER_MOVE

Question **2**

Correct

Mark 2.00 out of 2.00

For each gesture, you will only get one ACTION_UP event at most.

Select one:

- ◉ a.   true   ✔
- ○ b.   false
- ○ c.   None
- ○ d.   Not enough information

Your answer is correct.

Question 3

Correct

Mark 2.00 out of 2.00

What should the callback method onTouch() return to report not handling the event?

Select one:

- ○ a. MotionEvent.Cancel()
- ○ b. throw new exception
- ○ c. MotionEvent.Done()
- ◉ d. false ✔
- ○ e. true
- ○ f. finish()

Your answer is correct.

The correct answer is: false

Question 4

Correct

Mark 2.00 out of 2.00

What should you do to catch incoming touch events on a nested layout?

Select one:

- ○ a. Overriding the onTouchEvent() method in the activity's controller.
- ○ b. Registering onTouchListerner on the activity's layout
- ◉ c. Registering onTouchListerner on the nested layout ✔

Your answer is correct.

The correct answer is: Registering onTouchListerner on the nested layout

Question 5

Correct

Mark 2.00 out of 2.00

To get the type of the current event, you must call the -------- function on the -------- object.

Select one:

- ⦿ a. getActionMasked,motionEvent   ✔
- ○ b. getActionIndex, motionEvent
- ○ c. getActionButton, motionEvent
- ○ d. getActionIndex, View
- ○ e. getActionMasked, View

Your answer is correct.

The correct answer is: getActionMasked,motionEvent

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