***«Mobil ilovalarini ishlab chiqish»* fani**

**№ 1. ,** 5.

**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? Intent intent = new Intent(MainActivity.this, SecondActivity.class); startActivity(intent) |
| 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? TextView tv = new TextView(this); tv.setText(“Bu TextView”); |
| “Bu TextView” matnini garafik interfeysdagi TextView komponentasiga chiqaradi |
| “Bu TextView” matnini garafik 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 garafik 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 garafik interfeysdagi Button komponentasi text atributiga joylashtiradi |
| “This is a Button” matnini garafik 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 qoʼyish 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 qoʼyish 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 soʼz kiritish uchun qanday attributdan 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 qoʼyish 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 qoʼyish 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 |
| 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 rasmli 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 garafik 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? |
| 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 |
| overlodable, 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 parametrli funksiyalar hamda ularga murojaat qilish nima deyiladi? |
| metodlarni qayta yozish(override) |
| metodlarni qayta yuklash(overload) |
| metodlarni parametrsiz yuklash |
| metodlarni parametrli yuklash |

**№ 73.**

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

**Qiyinlik darajasi – 1**

|  |
| --- |
| Bir nomli lekin turli xil parametrli funksiyalar va ularga murojaat qilish nima deyiladi? |
| metodlarni qayta yuklash |
| metodlarni parametrli 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 so’z 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 konstruksiya 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 konstruksiya yordamida bajariladi? |
| while (mantiqiy\_qiymat) {...} |
| do {...} while (mantiqiy\_qiymat) |
| while (mantiqiy\_qiymat) {...} else {...} |
| for (ifoda\_1; mantiqiy\_qiymat; ifoda\_2) {...} |

**№ 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? |
| keyin shart tekshiriladigan sikl |
| avval shart tekshiriladigan sikl |
| parametrik sikl |
| ko’p alternativali to’plam |

**№ 97.**

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

**Qiyinlik darajasi – 2**

|  |
| --- |
| Qaysi konstruksiya yordamida parametrik sikl ifodalanadi? |
| for (ifoda\_1; mantiqiy\_qiymat; ifoda\_2) {...} |
| do {...} while (mantiqiy\_qiymat) |
| while (mantiqiy\_qiymat) {...} |
| if (mantiqiy\_qiymat) {...} else {...} |

**№ 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? |
| for |
| if |
| break |
| switch |

**№ 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: |
| u boshqaruvni siklning keyingi iteratsiyasi boshlanishiga uzatadi |
| u boshqaruvni siklning oldingi iteratsiyasi oxiriga uzatadi |
| u boshqaruvni belgidan keyin kelgan sikl iteratsiyasiga uzatadi |
| 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 so‘z yordamida tasodifiy sonlar generatori ta’riflanadi? |
| 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 so’z yordamida faqat sinf ichida sinfning a’zolaridan 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 a’zosiga sinf ichida va tashqarisida murojaat huquqini berish qaysi so’z 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 bo‘lishi uchun u qanday ta’riflanishi 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**

|  |
| --- |
| Ob’ektni 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 sinfning barcha hususiyatlari va metodlarini, shuningdek yangi metodlar va ma’lumotlar maydonini tashkil etishi |
| Yangi sinfning asos sinfdan keyin kelishi |
| Asos sinfning 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 platformsidan 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)

**Qiyinlik darajasi – 1**

|  |
| --- |
| Birinchi Android smartfonlari qachon yaratilgan? |
| 2007 |
| 2005 |
| 2008 |
| 2006 |

**№ 131.**

**Manba:** 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., Дощанова 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., Дощанова 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 o‘rnatiladi? |
| 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., Дощанова 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)

**Qiyinlik darajasi – 1**

|  |
| --- |
| Androidning Jelly Bean nomli turi qaysi qaysi versiyalar va API level ni o‘z 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., Дощанова 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., Дощанова 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., Дощанова 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., Дощанова 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., Дощанова 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., Дощанова 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 |
| LianerLayout, 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 indicator 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‘lchovli 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 displey 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” displey 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 Vitual 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’dumotlarini 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.usingpermission.INTERNET”/> |
| <uses-allow android:name=”android.allow.INTERNET”/> |
| <uses-request android:name=”android.allow.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-ilovalarida 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? |
| satrli, sonli, tasvirli ma’lumotlarni saqlovchi XML fayllarni saqlash uchun |
| satrli, sonli, tasvir va shunga o‘xshash ma’lumotlarni saqlovchi HTML fayllarni saqlash uchun |
| faqat grafik ob’ektlar va resurslarni saqlovchi XML fayllarni saqlash uchun |
| faqat grafik ob’ektlar va resurslarni saqlovchi 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 loyihaning 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 |

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