2. (Individually) What are few differences between the ART and the DVM?

DVM is lightweight and can spawn itself quickly. While DVM works better for smaller storage devices, JVM works better for larger storage devices. DVM runs the risk of garbage collector pauses leading to lagging in applications.

JVM apps

Java Source → Java COMPILER → Java Byte Code → JVM

DVM apps

Java Source → Java COMPILER → Java Byte Code → Dalvik COMPILER → DVM

(class slides)

3. (Individually) What are some good routines/things to do (generally speaking) to include in the Activity's onCreate Event?

Initialize objects which are required for the application: anything that hasn't been created from activity_main should be created in order to be displayed. Make references to the UI elements in order to control their logic, like setting listeners and the required logic.

(class slides)

4. (Individually) Implement the Snackbar challenge on page 34 in the book to change from using a Toast to a Snackbar. What are some of the advantages to using the Snackbar?

More configurable in both their appearance and behavior - greater number of built-in methods and also Snackbar provides brief feedback about an operation through a message at the bottom of the screen.

(https://developer.android.com/reference/android/widget/Toast, https://developer.android.com/reference/com/google/android/material/snackbar/Snackbar, https://m1.material.io/components/snackbars-toasts.html#:~:text=Snackbars%20provide%20brief%20feedback%20about,primarily%20used%20for%20system%20messaging.)