**block 2**

**TOTAL POINTS 6**

1.Question 1

To create an application that proposes the user interface in multiple languages the best way is to...

**1 / 1 point**



to use InternationalString objects instead of String objects, example: new InternationalString(new Loc("Hello",Loc.EN), new Loc("Bonjour",Loc.FR));



to request a translation from the Google service for each String to be displayed at runtime.



copy the existing app and translate the copy. The user will install whichever version he prefers.



to indicate the key of the string to display instead of the value of this string and to define multiple resources files (one per language) where the appropriate, translated value is given for each key.

**Correct**

2.Question 2

Which folder of your Android Studio project contains the French translation of your application?

**1 / 1 point**



/app/src/main/res/locales



/app/src/main/res/translations



/app/src/main/res/strings-fr



/app/src/main/res/values-fr

**Correct**

3.Question 3

Your res/values/strings.xml file contains:



1

2

<string name="labelA">Lalala</string>

<string name="labelB">Broum</string>

and your res/values-fr/strings.xml file contains:



1

<string name="labelB">Bebebe</string>

What happen if the device language is set to French and the interface asks for the "labelA" string?

**1 / 1 point**



As the French version is not complete, everything will be displayed using the default language. The interface will display some "Lalala" and some "Broum".



Android Studio will detect an error and will refuse to package this app untill the translation is complete.



The French version will be used when available, elsewhere the default version will be used. The interface will display some "Lalala" and some "Bebebe".



The application will stop (crash) when trying to display the string named labelA.

**Correct**

4.Question 4

How do you preview your user interface for the various languages you provide translation for?

**1 / 1 point**



It cannot be previewed without a (real or emulated) device: I change the language settings of the device and next I install the app on the device.



In the "Design" view of the XML layout file, a button opens up a menu in which to choose the locale to use.



I change the "location" attribute in the AndroidManifest.xml file and next I open the "Design" view of the XML layout file.



It cannot be previewed without a (real or emulated) device: I change the language settings of the device, next I restart the device, and I install the app on the device.



I change the "android:locale" attribute of the root layout, and next I switch to the "Design" view to observe the translated version.

**Correct**

5.Question 5

How do you populate a ListView?

**1 / 1 point**



I use the addChild(View v) method.



I use an ArrayAdapter which creates a TextView for each string array item and bind them to the ListView.



I use the addItem(Sring s) method.

**Correct**

See

<http://developer.android.com/guide/topics/ui/declaring-layout.html#AdapterViews> for more information.

6.Question 6

How can you react to click events on an item of a ListView?

**1 / 1 point**



I create and associate to the ListView an object implementing the AdapterView.OnItemClickListener interface.



In the XML layout file I set the "onClick" property of the ListView to the name of the method to call when an item is clicked.

**Correct**