**block 3: layouts**

**TOTAL POINTS 6**

1.Question 1

A ViewGroup (such as a LinearLayout for instance) allows you to organize the components of the graphical user interface.

Which of the following propositions are true?

**1 / 1 point**



A component may be a ViewGroup it-self, containing other elements.

**Correct**



It is possible to have multiple ViewGroup elements in the description of a single screen as long as they are not nested in each other.



An interface may contain only one ViewGroup element.

2.Question 2

The following XML code is valid to define a graphical user interface:



1

2

3

4

5

6

7

8

9

10

11

12

13

14

<?xml version="1.0" encoding="utf-8"?>

<LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"

android:layout\_width="match\_parent"

android:layout\_height="match\_parent"

android:orientation="vertical" >

<TextView android:id="@+id/text"

android:layout\_width="wrap\_content"

android:layout\_height="wrap\_content"

android:text="Hello, I am a TextView" />

</LinearLayout>

<Button android:id="@+id/button"

android:layout\_width="wrap\_content"

android:layout\_height="wrap\_content"

android:text="Hello, I am a Button" />

**1 / 1 point**



false



true

**Correct**

A layout must have a unique root element but here the Button is defined outside of the LinearLayout.

3.Question 3

Which layout organizes views side by side in its horizontal version?

**1 / 1 point**



GridLayout



LinearLayout



RelativeLayout

**Correct**

4.Question 4

Which layout allows you to specify the position of a view using other views as references?

**1 / 1 point**



GridLayout



LinearLayout



RelativeLayout

**Correct**

5.Question 5

For each View or ViewGroup you need to specify the layout\_width and layout\_height. You can use fixed sizes (in pixels for instance) but which constant can you use to specify that the view should be just large enough for its content (and eventual padding)?

**1 / 1 point**

WRAP\_CONTENT

**Correct**

6.Question 6

For each View or ViewGroup you need to specify the layout\_width and layout\_height. You can use fixed sizes (in pixels for instance) but which constant can you use to specify that the view should be as large as the view into which it is included?

**1 / 1 point**

FILL\_PARENT

**Correct**

FILL\_PARENT was renamed MATCH\_PARENT in API Level 8 and higher.