**block 6**

**TOTAL POINTS 3**

1.Question 1

Which of the following image file requires modification before being placed in the res/drawable folder?

**1 / 1 point**



building.svg

**Correct**

The file must be converted to another format. The SVG File Format is not supported. Supported image formats are JPEG, GIF, PNG, BMP and WebP (support built into the Android platform, some devices might provide support for additionnal formats).



desert\_3.png



101Dalmatians.jpg

**Correct**

The file must be renamed: file name must start with a letter and contain only [a-z0-1\_.]



nice\_house.Tiff

**Correct**

The file must be converted to another format. The Tagged Image File Format is not supported. Supported image formats are JPEG, GIF, PNG, BMP and WebP (support built into the Android platform, some devices might provide support for additionnal formats).

2.Question 2

How do you set the content of an ImageView in your XML layout file?

**1 / 1 point**





1

android:drawable="nicepainting.jpg"





1

android:src="@drawable/nicepainting"





1

android:src="@drawable/nicepainting.jpg"





1

android:src="@res.drawable/nicepainting"





1

android:drawable="nicepainting"

**Correct**

3.Question 3

How do you set the content of an ImageView in your java code?

**1 / 1 point**





1

myImageView = findViewById(R.drawable.nicepainting);





1

myImageView = R.drawable.nicepainting;





1

myImageView.setImageResource(@drawable/nicepainting);





1

myImageView.setImageResource(R.drawable.nicepainting);





1

myImageView.setImageResource(R.drawable.nicepainting.jpg);

**Correct**