Feedback — Week 6 Quiz

You submitted this quiz on **Mon 22 Dec 2014 3:27 PM PST**. You got a score of **14.75** out of **16.00**. However, you will not get credit for it, since it was submitted past the deadline.

Question 1

The GraphicsPaint example application displays several TextViews. These TextViews are specified in the res/layout/main.xml file. Which of the following Paint-related attributes were specified for every one of the TextViews?

Your Answer		Score	Explanation
☑ android:typeface	✔	0.25	
☐ android:textAllCaps	✔	0.25	
☑ android:textColor	✔	0.25	
☐ android:textColorHint	✔	0.25	
Total		1.00 / 1.00	

Question 2

When your application uses a Drawable, such as a ShapeDrawable, what Drawable method must the application invoke to draw the Drawable.

Your Answer	Score	Explanation
◯ View.onDraw().		
◯ View.paint().		
◯ Canvas.drawBitmap().		

○ None. Drawable is a graphic that goes into a View. The drawing of these graphics is handled by the View system. ✔ 1.00

Total		1.00 / 1.00

Question 3

Suppose your application creates and uses a custom View subclass. When this View needs to be redrawn, which two of the following methods will most likely be invoked?

Your Answer		Score	Explanation
☑ View.invalidate().	✔	0.25	
☐ Canvas.drawView().	✔	0.25	
☑ View.onDraw().	✔	0.25	
☐ View.requestLayout().	✔	0.25	
Total		1.00 / 1.00	

Question 4

The GraphicsFrameAnimation application includes a res/drawable/view_animation.xml file. This file has an <animation-list> tag. To what Android class does this tag correspond? See: http://developer.android.com/guide/topics/resources/animation-resource.html for more documentation.

Your Answer		Score	Explanation
○ AnimationSet.			
○ FrameAnimation.			
⦿ AnimationDrawable.	✔	1.00	

⚪ TweenAnimation.

Total	1.00 / 1.00

Question 5

View animation differs from Property animation in which of the following ways? See:

http://developer.android.com/guide/topics/graphics/prop-animation.html for more information.

Your Answer		Score	Explanation
☑ View animation does not actually modify the View Object, just its appearance on the screen, while Property animation will modify the Object being animated.	✔	0.25	
☑ View animation typically requires less code to setup and use than Property animation does.	✔	0.25	
☑ View animation is limited to only a few View properties. Property animation can animate a wider set of properties.	✔	0.25	
☑ View animation is for Views only. Property animation animates more than just Views.	✔	0.25	
Total		1.00 / 1.00	

Question 6

Several of this lesson's example applications make use of interpolators, such as the

LinearInterpolator and the AccelerateDecelerateInterpolator. Which one of the following

statements best captures the main purpose of an interpolator?

Your Answer		Score	Explanation
⚪ It defines the duration of an animation.			
⦿ It defines how specific values in an animation are calculated	✔	1.00	

as a function of time.

○ It sets the values of a View property.

○ It defines the starting time of the animation.

Total	1.00 / 1.00

Question 7

A gesture usually starts with a motion event that has which one of the following action codes?

Your Answer		Score	Explanation
○ ACTION_POINTER_UP.			
○ ACTION_POINTER_DOWN.			
○ ACTION_UP.			
● ACTION_DOWN.	✔	1.00	
Total		1.00 / 1.00	

Question 8

Gestures can end with motion events that have which of the following action codes?

Your Answer		Score	Explanation
☐ ACTION_DOWN.	✔	0.20	
☐ ACTION_POINTER_DOWN.	✔	0.20	
☑ ACTION_CANCEL.	✔	0.20	
☑ ACTION_UP.	✔	0.20	
☐ ACTION_POINTER_UP.	✔	0.20	

Total   1.00 / 1.00

Question 9

Which of the following statements represent consistency properties that Android tries to guarantee about the MotionEvents comprising touch gestures?

Your Answer		Score	Explanation
☑ Pointers come up one at time.	✔	0.25	
☑ Pointers move as a group.	✔	0.25	
☑ Pointers go down one at a time.	✔	0.25	
☐ Every Pointer that goes down eventually comes up.	✔	0.25	
Total		1.00 / 1.00	

Question 10

Suppose your application has a generic View and when the user touches that View, you want the doWork() method of Object1 to be called. Which of the following strategies can you use to guarantee that?

Your Answer		Score	Explanation
☑ Call Object1.doWork() from the View's onTouchEvent() method.	✔	0.25	
☐ Call Object1.doWork() from the View's OnClickListener.	✔	0.25	
☑ Attach Object1 as a listener of the View and call doWork() from Object1's onTouch() method.	✔	0.25	
☐ Call startActivity (Object1) from the View's onTouch() method.	✔	0.25	

Total	1.00 / 1.00

Question 11

The TouchGestureViewFlipper application uses a GestureDetector. In the constructor for the GestureDetector, the application passes in a Listener. What class was that Listener?

You entered:

GestureDetector.SimpleOnGestureListener

Your Answer		Score	Explanation
GestureDetector.SimpleOnGestureListener	✔	1.00	
Total		1.00 / 1.00	

Question 12

Which method is used to determine whether an actual user gesture matches a custom application-defined gesture?

Your Answer		Score	Explanation
◉ GestureLibrary.recognize().	✔	1.00	
○ GestureLibrary.match().			
○ GestureOverlayView.onGesturePerformed().			
○ GestureLibrary.load().			
Total		1.00 / 1.00	

Question 13

(True or False) In Android the term "Ringtone" refers exclusively to the sounds that are played when a device receives a phone call?

Your Answer	Score		Explanation
⦿ True.	✖	0.00	
○ False.			
Total		0.00 / 1.00	

Question Explanation

In Android, the term "Ringtone" refers to sounds played not only when the phone rings, but also when notifications arrive, alarms go off, etc.

Question 14

Suppose your application uses a MediaPlayer. Which of the following MediaPlayer methods will likely be called before the MediaPlayer.start() method is called? See: http://developer.android.com/reference/android/media/MediaPlayer.html for more documentation.

Your Answer	Score	Explanation
☑ prepare().	✔ 0.25	
☐ playback().	✔ 0.25	
☑ setDataSource().	✔ 0.25	
☐ getDefaultStream().	✔ 0.25	
Total	1.00 / 1.00	

Question 15

Which of the following functions does the MediaRecorder class support?

Your Answer		Score	Explanation
☐ Recording ambient temperature readings.	✔	0.25	
☐ Recording video.	✘	0.00	
☐ Recording infrared light signals.	✔	0.25	
☑ Recording audio.	✔	0.25	
Total		0.75 / 1.00	

Question 16

(True or False) The Camera.open() method may not be able to return a instance of the Camera to the caller.

Your Answer		Score	Explanation
◉ True.	✔	1.00	
◯ False.			
Total		1.00 / 1.00	