

Question 1

How do you add images to an Android Studio project? Choose one:

- Copy the image files into your project's `drawable` folder.

Question 2

How do you make an `ImageView` clickable like a simple `Button`? Choose one:

- Add the `android:onClick` attribute to the `ImageView` in the layout and use it to call the click handler in the `Activity`.

Question 3

Which rule applies to a click handler called from the attribute in the layout? Choose one:

- The click handler method must be `public`, return `void`, and define a `View` as its only parameter.