

## FIT2081 Mobile application development - S1 2023 MUM

Dashboard / My units / FIT2081 - S1 2023 MUM / Assessments / Week 10: Pre reading Quiz

Started on	Thursday, 4 May 2023, 12:38 AM
State	Finished
Completed on	Thursday, 4 May 2023, 12:40 AM
Time taken	1 min 50 secs
Grade	<b>10.00</b> out of 10.00 ( <b>100</b> %)
nt friendly format	
uestion <b>1</b>	
mplete	
ark 2.00 out of 2.00	
What should you do	to catch incoming touch events on a nested layout?
Select one:	
O a. Registering	onTouchListerner on the activity's layout
<ul><li>b. Registering</li></ul>	onTouchListerner on the nested layout
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O o Overridina	the enTayohEvent() method in the estivity's controller
Oc. Overriding	the onTouchEvent() method in the activity's controller.
	the onTouchEvent() method in the activity's controller.
uestion <b>2</b>	the onTouchEvent() method in the activity's controller.
c. Overriding uestion 2 omplete ark 2.00 out of 2.00	the onTouchEvent() method in the activity's controller.
uestion <b>2</b> omplete	the onTouchEvent() method in the activity's controller.
uestion <b>2</b> omplete ark 2.00 out of 2.00	
uestion <b>2</b> omplete ark 2.00 out of 2.00	the onTouchEvent() method in the activity's controller.  ne current event, you must call the function on the object.
uestion <b>2</b> omplete ark 2.00 out of 2.00 To get the type of t	
uestion <b>2</b> omplete ark 2.00 out of 2.00 To get the type of t	ne current event, you must call the function on the object.
prestion <b>2</b> complete  ark 2.00 out of 2.00  To get the type of the select one:  are a getActionly	ne current event, you must call the function on the object.
uestion <b>2</b> complete ark 2.00 out of 2.00  To get the type of the select one:  are a getActionli	ne current event, you must call the function on the object. Index, View
uestion <b>2</b> complete ark 2.00 out of 2.00  To get the type of the select one:  a. getActionIn b. getActionIn c. getActionIn	ne current event, you must call the function on the object.  ndex, View  tutton, motionEvent ndex, motionEvent
uestion <b>2</b> complete ark 2.00 out of 2.00  To get the type of the select one:  a. getActionIncolor of the select one of	ne current event, you must call the function on the object.  Index, View Button, motionEvent Button, motionEvent Button, motionEvent Button, motionEvent
Destion 2 Description 2 Description 2 Description 2 Description 2 Description 3 Description 3 Description 4 Description 4 Description 5 Description 6 Description 6 Description 6 Description 6 Description 7 Descri	ne current event, you must call the function on the object.  Index, View Button, motionEvent Button, motionEvent Button, motionEvent Button, motionEvent
puestion 2 pumplete  ark 2.00 out of 2.00  To get the type of ti  Select one:  a. getActionIi  b. getActionIi  c. getActionIi  d. getActionN  e. getActionN	ne current event, you must call the function on the object.  Index, View Button, motionEvent Button, motionEvent Button, motionEvent Button, motionEvent
Destion 2 Description 2 Description 2 Description 2 Description 2 Description 3 Description 2 Description 3 Description 2 Description 3 Description 4 Descri	ne current event, you must call the function on the object.  Index, View Button, motionEvent Button, motionEvent Button, motionEvent Button, motionEvent
uestion 2  complete  ark 2.00 out of 2.00  To get the type of the select one:  a. getActionIn  b. getActionIn  c. getActionIn  d. getActionIn	ne current event, you must call the function on the object.  Index, View Button, motionEvent Button, motionEvent Button, motionEvent Button, motionEvent

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Week	1():	Pre	reading	( )1117:	Attem	pt review
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O a.		
	ACTION_POINTER_UP	
O b.	ACTION_MOVE	
O c.	ACTION_DOWN	
O d.	ACTION_CANCEL	
<ul><li>e.</li></ul>	ACTION_POINTER_MOVE	
O f.	ACTION_POINTER_DOWN	
O g.	ACTION_UP	
O h.	ACTION_OUTSIDE	
Question <b>4</b>		
Complete		
/lark 2.00 c	out of 2.00	
For one	ch gesture, you will only get one ACTION_UP event at most.	
Select o		
<ul><li>a.</li></ul>		
	false	
	None	
O d.	Not enough information	
O d.	Not enough information	
Od.		
Question <b>5</b> Complete	5	
Question <b>5</b> Complete	5	
Question <b>5</b> Complete Mark 2.00 c	5 out of 2.00	
Question <b>5</b> Complete Mark 2.00 c	5	
Question <b>5</b> Complete Mark 2.00 c	out of 2.00 should the callback method onTouch() return to report not handling the event?	
Question <b>5</b> Complete Mark 2.00 o  What sh	out of 2.00 should the callback method onTouch() return to report not handling the event?	
Question <b>5</b> Complete Wark 2.00 c  What sh  Select c  a.	out of 2.00  should the callback method onTouch() return to report not handling the event?  one:	
Question 5 Complete Mark 2.00 c  What sh  Select c  a.  b.	out of 2.00  should the callback method onTouch() return to report not handling the event?  one: false	
Question 5 Complete Mark 2.00 c  What sh  Select c  a.  b.	out of 2.00  should the callback method onTouch() return to report not handling the event?  one: false MotionEvent.Cancel() MotionEvent.Done()	
Question 5 Complete Mark 2.00 c  What sh  Select c  a.  b.  c.  d.	out of 2.00  should the callback method onTouch() return to report not handling the event?  one: false MotionEvent.Cancel() MotionEvent.Done()	
Question 5 Complete Mark 2.00 c  What sh  Select c  a.  b.  c.  d.  e.	out of 2.00  Should the callback method onTouch() return to report not handling the event?  one:     false     MotionEvent.Cancel()     MotionEvent.Done()     true	
Question 5 Complete Mark 2.00 c  What sh  Select c  a.  b.  c.  d.  e.	out of 2.00  Should the callback method onTouch() return to report not handling the event?  one:     false     MotionEvent.Cancel()     MotionEvent.Done()     true     throw new exception	
Question 5 Complete Wark 2.00 c  What sh  Select c  a.  b.  c.  d.  e.  f.	out of 2.00  should the callback method onTouch() return to report not handling the event?  one:     false     MotionEvent.Cancel()     MotionEvent.Done()     true     throw new exception     finish()	
Question 5 Complete Mark 2.00 c  What sh  Select c  a. b. c. d. e. f.	out of 2.00  Should the callback method onTouch() return to report not handling the event?  one:     false     MotionEvent.Cancel()     MotionEvent.Done()     true     throw new exception     finish()  eek 9: Pre Reading Quiz	•
Question 5 Complete Wark 2.00 c  What sh  Select c  a.  b.  c.  d.  e.  f.	out of 2.00  Should the callback method onTouch() return to report not handling the event?  one:     false     MotionEvent.Cancel()     MotionEvent.Done()     true     throw new exception     finish()  eek 9: Pre Reading Quiz	

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