MONASH University

FIT2081 Mobile application development - S1 2023 MUM

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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	**10.00** out of 10.00 (**100**%)

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Question 1
Complete
Mark 2.00 out of 2.00

What should you do to catch incoming touch events on a nested layout?

Select one:
- ○ a.   Registering onTouchListerner on the activity's layout
- ◉ b.   Registering onTouchListerner on the nested layout
- ○ c.   Overriding the onTouchEvent() method in the activity's controller.

Question 2
Complete
Mark 2.00 out of 2.00

To get the type of the current event, you must call the -------- function on the -------- object.

Select one:
- ○ a.   getActionIndex, View
- ○ b.   getActionButton, motionEvent
- ○ c.   getActionIndex, motionEvent
- ◉ d.   getActionMasked,motionEvent
- ○ e.   getActionMasked, View

Question 3
Complete
Mark 2.00 out of 2.00

Which motion event does not exist in the MotionEvent class?

Select one:

○ a.   ACTION_POINTER_UP

○ b.   ACTION_MOVE

○ c.   ACTION_DOWN

○ d.   ACTION_CANCEL

◉ e.   ACTION_POINTER_MOVE

○ f.   ACTION_POINTER_DOWN

○ g.   ACTION_UP

○ h.   ACTION_OUTSIDE

Question 4

Complete

Mark 2.00 out of 2.00

For each gesture, you will only get one ACTION_UP event at most.

Select one:

◉ a.   true

○ b.   false

○ c.   None

○ d.   Not enough information

Question 5

Complete

Mark 2.00 out of 2.00

What should the callback method onTouch() return to report not handling the event?

Select one:

◉ a.   false

○ b.   MotionEvent.Cancel()

○ c.   MotionEvent.Done()

○ d.   true

○ e.   throw new exception

○ f.   finish()

◄ Week 9: Pre Reading Quiz

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Week 2: Workshop Quiz ►