

## FIT2081 Mobile application development - S1 2021

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Question 1

Complete

Mark 6.92 out of 10.00

# Assignment Project Exam Help

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Question 1

**Q1 - Briefly explain the benefit of an ID and an index for each pointer in Android.**

Each pointer gets a unique ID during the gesture's lifetime and it is used to track the pointers within the gesture. This ID is generated once the pointer touches the screen and joins the gesture. The pointer index of a pointer can change from one event to the next but the pointer id of a pointer is guaranteed to remain constant as long as the pointer remains active.

A MotionEvent effectively stores information about each pointer in an array. The index of a pointer is its position within this array. Most of the MotionEvent methods, which can use to interact with pointers take the pointer index as a parameter, not the pointer ID.

Comment:

(Q1=100% Q2=100% Q3=47% )

Question 2

Complete

Not graded

## Question 2

**Q2- What will happen if the onTouch() callback returns false instead of true?**

If the onTouch() callback return false then the touch event will be passed to the next View further up in the view hierarchy and you will receive no follow-up calls. The touch event will continue to be passed further up the view hierarchy until someone consumes it.

## Question 3

Complete

Not graded

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## Question 3

**Q3 - Update the following piece of code such that it displays a toast that shows the number of double-tap gestures that occurred on the layout 'main\_layout' so far.**

packagecom.fit2081.week11workshop;

import androidx.appcompat.app.AppCompatActivity;

import androidx.core.view.GestureDetectorCompat;

import android.app.Activity;

import android.os.Bundle;

import android.view.GestureDetector;

import android.view.MotionEvent;

import android.view.ScaleGestureDetector;

import android.view.View;

import android.widget.TextView;

```
public class SampleActivity extends Activity implements OnDoubleTapListener, OnGestureListener {
```

```
    private GestureDetectorCompat mDetector;
```

```
    private ScaleGestureDetector mScaleDetector;
```

```
    @Override
```

```
    protected void onCreate(Bundle savedInstanceState) {
```

```
super.onCreate(savedInstanceState);  
setContentView(R.layout.activity_main);  
  
mDetector = new GestureDetectorCompat(this, this);  
mScaleDetector = new ScaleGestureDetector(this, this);  
mDetector.setOnDoubleTapListener(this);  
  
View layout=findViewById(R.id.main_layout);  
layout.setOnTouchListener(this);  
}
```

@Override

```
public boolean onDoubleTap(MotionEvent e) {  
    if(e.getAction()==1) {  
        Toast.makeText(getApplicationContext(),"onDoubleTap", Toast.LENGTH_LONG).show();  
    }  
    return true;  
}
```

@Override

```
public boolean onDoubleTapEvent(MotionEvent e) {  
    if(e.getAction()==1) {  
        Toast.makeText(getApplicationContext(), "onDoubleTapEvent", Toast.LENGTH_LONG).show();  
    }  
    return true;  
}
```

@Override

```
public boolean onSingleTapConfirmed(MotionEvent e) {  
    if(e.getAction()==1) {  
        Toast.makeText(getApplicationContext(), "onSingleTapConfirmed", Toast.LENGTH_LONG).show();  
    }  
    return true;  
}  
}
```

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Question 4

Not answered

Not graded

Question 4

Question 5

Not answered

Not graded

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Question 5

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