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LAB 07 - Lesson 8: App architecture (UI layer)

Dessert Clicker app

Code

Unscramble app

Single player game app that displays scrambled words. To play the game, player has to make a word using all the letters in the displayed scrambled word. This code demonstrates the Android Architecture component- ViewModel and StateFlow.

Code

QUIZ

Architecture Components 🔖 ▾

Let's do a quick test! You must answer at least 7 questions correctly to pass this quiz.

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1. Which method is first called when the app no longer has focus?

◉ onPause()   ✓ **Correct!**

○ onStart()

○ onCreate()

○ onStop()

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2. After ___, the app is no longer visible on screen.

○ onPause()

○ onStart()

○ onCreate()

◉ onStop()   ✓ **Correct!**

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3. Use ___ to write a debug message. This method takes two arguments: the log tag and the log message.

○ `Log.i()`

◉ `Log.d()`   ✓ **Correct!**

○ `Log.e()`

○ `Log.w()`

4. To save a value that needs to survive a configuration change, declare its variables with
___.

- ◯ `MutableState{}`

- ⦿ `rememberSaveable{}`   ✓ Correct!

- ◯ `remember{}`

- ◯ State Hoisting

5. The separation of concerns design principle states that the app should be divided into classes, each with separate responsibilities.

- ⦿ True   ✓ Correct!

- ◯ False

6. The UI is what the user sees, while the UI state is what the app says they should see.

- ⦿ True   ✓ Correct!

- ◯ False

7. According to the recommended app architecture, each application should have at least the following two layers:

- ◯ The domain layer and the data layer

- ⦿ The UI layer and the data layer   ✓ Correct!

- ◯ Repository layer and the UI layer

- ◯ The domain layer and the UI layer

8. `StateFlow` is a data-holder observable flow that emits the current and new state updates.

- ⦿ True   ✓ Correct!

- ◯ False

9. Which of the following configurations should be added to the `build.gradle` file to add dependencies for the unit test source code?

○ `implementation`

◉ `testImplementation`   ✓ Correct!

○ `debugImplementation`

○ `androidTestImplementation`

10. Unit tests are executed on an Android device or emulator.

○ True

◉ False   ✓ Correct!

Results

You scored **10 out of 10**. Congratulations! You have passed this quiz.

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