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1. The GraphicsPaint example application displays several TextViews. These TextViews are specified in the res/layout/main.xml file. Which of the following Paint-related attributes were specified for every one of the TextViews?

- ☒ android:textColor
- ☐ android:textAllCaps
- ☒ android:typeface
- ☐ android:textColorHint

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2. When your application uses a Drawable, such as a ShapeDrawable, what Drawable method must the application invoke to draw the Drawable.

- ○ View.paint().
- ○ View.onDraw().
- ○ Canvas.drawBitmap().
- ● None. Drawable is a graphic that goes into a View. The drawing of these graphics is handled by the View system.

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3. Suppose your application creates and uses a custom View subclass. When this View needs to be redrawn, which two of the following methods will most likely be invoked?

- ☒ View.invalidate().
- ☐ Canvas.drawView().
- ☐ View.requestLayout().
- ☒ View.onDraw().

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4. The GraphicsFrameAnimation application includes a res/drawable/view_animation.xml file. This file has an <animation-list> tag. To what Android class does this tag correspond? See: http://developer.android.com/guide/topics/resources/animation-resource.html for more documentation.

- ○ FrameAnimation.
- ○ TweenAnimation.
- ● AnimationDrawable.
- ○ AnimationSet.

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5. View animation differs from Property animation in which of the following ways? See: http://developer.android.com/guide/topics/graphics/prop-animation.html for more information.

- ☑ View animation is limited to only a few View properties. Property animation can animate a wider set of properties.

- ☑ View animation typically requires less code to setup and use than Property animation does.

- ☑ View animation does not actually modify the View Object, just its appearance on the screen, while Property animation will modify the Object being animated.

- ☑ View animation is for Views only. Property animation animates more than just Views.

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6. Several of this lesson's example applications make use of interpolators, such as the LinearInterpolator and the AccelerateDecelerateInterpolator. Which one of the following statements best captures the main purpose of an interpolator?

- ○ It defines the starting time of the animation.

- ◉ It defines how specific values in an animation are calculated as a function of time.

- ○ It defines the duration of an animation.

- ○ It sets the values of a View property.

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7. A gesture usually starts with a motion event that has which one of the following action codes?

- ○ ACTION_POINTER_UP.

- ○ ACTION_UP.

- ◉ ACTION_DOWN.

- ○ ACTION_POINTER_DOWN.

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8. Gestures can end with motion events that have which of the following action codes?

- ☐ ACTION_POINTER_DOWN.

- ☑ ACTION_UP.

- ☐ ACTION_POINTER_UP.

- ☑ ACTION_CANCEL.

- ☐ ACTION_DOWN.

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9. Which of the following statements represent consistency properties that Android tries to guarantee about the MotionEvents comprising touch gestures?

- ☑ Pointers come up one at time.

- ☑ Pointers go down one at a time.

- ☑ Pointers move as a group.

- ☐ Every Pointer that goes down eventually comes up.

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10. Suppose your application has a generic View and when the user touches that View, you want the doWork() method of Object1 to be called. Which of the following strategies can you use to guarantee that?

- ☐ Call Object1.doWork() from the View's OnClickListener.

- ☐ Call startActivity (Object1) from the View's onTouch() method.

- ☑ Attach Object1 as a listener of the View and call doWork() from Object1's onTouch() method.

- ☑ Call Object1.doWork() from the View's onTouchEvent() method.

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11. The TouchGestureViewFlipper application uses a GestureDetector. In the constructor for the GestureDetector, the application passes in a Listener. What class was that Listener?

SimpleOnGestureListener

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12. Which method is used to determine whether an actual user gesture matches a custom application-defined gesture?

- ◉ GestureLibrary.recognize().

- ○ GestureLibrary.match().

- ○ GestureOverlayView.onGesturePerformed().

- ○ GestureLibrary.load().

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13. (True or False) In Android the term "Ringtone" refers exclusively to the sounds that are played when a device receives a phone call?

- ○ True.

- ◉ False.

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14. Suppose your application uses a MediaPlayer. Which of the following MediaPlayer methods will likely be called before the MediaPlayer.start() method is called? See: http://developer.android.com/reference/android/media/MediaPlayer.html for more documentation.

- ☑ prepare().

- ☐ playback().

- ☑ setDataSource().

- ☐ getDefaultStream().

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15. Which of the following functions does the MediaRecorder class support?

- ☐ Recording ambient temperature readings.

- ☑ Recording video.

- ☑ Recording audio.

- ☐ Recording infrared light signals.

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16. (True or False) The Camera.open() method may not be able to return a instance of the Camera to the caller.

- ◉ True.

- ○ False.