

Final Exam - Module D

Due May 11 at 11:59pm**Points** 18**Questions** 18**Time Limit** 30 Minutes

Instructions

See the home page for the topics that the final exam will cover. This module has 18 question and you have 30 minutes to complete them.

Attempt History

	Attempt	Time	Score
LATEST	<u>Attempt 1</u>	17 minutes	16 out of 18

Score for this quiz: **16** out of 18

Submitted May 2 at 7:46pm

This attempt took 17 minutes.

Question 1

1 / 1 pts

Which of the following is a lifecycle method in a Fragment but not in an Activity?

☐ onCreate☒ onCreateView☐ onPause☐ onStop**Correct!**

Question 2

1 / 1 pts

Correct!

Which of the following are NOT types of XML resources?

- ☒ dialogs
- ☐ drawables
- ☐ layouts
- ☐ menus

Question 3**1 / 1 pts****Correct!**

This class represents a single screen in an application.

- ☒ Activity
- ☐ Dialog
- ☐ Fragment
- ☐ Screen

Question 4**1 / 1 pts**

A good sensor is sensitive only to the measured property. What secondary property are most sensor designers worried about when it comes to sensitivity?

- ☐ humidity

Correct!

- ☐ magnetic fields
- ☐ radiation
- ☒ temperature

Question 5**1 / 1 pts**

What does the following Kotlin code do when getGreeting() returns null?

```
hello = getGreeting() ?: "Hello, World!"
```

Correct!

- ☐ assigns "" to hello
- ☒ assigns "Hello, World!" to hello
- ☐ assigns null to hello
- ☐ throws a null-pointer exception

Question 6**1 / 1 pts**

Does a Kotlin List have an add method?

Correct!

- ☐ Yes, you can add elements to a Kotlin List
- ☒ No, you need to use Kotlin's MutableList if you want to add elements

Question 7**1 / 1 pts**

What class does CrimeListViewModel extend?

- ☐ CrimeListActivity
- ☐ CrimeListFragment
- ☐ Repository
- ☒ ViewModel

Correct!

Question 8

1 / 1 pts

Which methods must one override when creating a custom RecyclerView.Adapter?

- ☐ onBindViewHolder and onCreateViewHolder
- ☒ onBindViewHolder, onCreateViewHolder, and getItemCount
- ☐ onCreateViewHolder and bind
- ☐ onCreateViewHolder and getItemCount

Correct!

Question 9

1 / 1 pts

In the Room component library architecture, the ViewModel acts as a communication center for these two kinds of components.

- ☐ The Database and the Repository
- ☐ The Database and the UI

Correct!

- ☒ The Repository and the UI
- ☐ The REST API and the Repository

Question 10**1 / 1 pts**

In the CriminalIntent application, which class builds and names the database?

- ☐ the class annotated with @Database
- ☐ the class that extends Application
- ☒ the Repository
- ☐ the ViewModel of the main Activity

Correct!**Question 11****1 / 1 pts**

Where are fragment arguments stored?

- ☒ in a Bundle
- ☐ in a Callback
- ☐ in an ArgMap
- ☐ in an Extra

Correct!

Question 12**1 / 1 pts**

Consider the following code from the CriminalIntent application.

```
interface Callbacks {  
    fun onCrimeSelected(crimeId: UUID)  
}
```

Which class invokes the method onCrimeSelected?

- ☐ CrimeActivity
- ☐ CrimeAdapter
- ☒ CrimeHolder
- ☐ CrimeRepository

Correct!**Question 13****0 / 1 pts**

In the Gallery application, we use annotations such as @GET, @SerializedName, and @Url inside some of the classes in the api package. Where do these annotations come from?

- ☐ The Material Design library
- ☐ The Retrofit REST client library
- ☐ The Room component library
- ☒ These annotations are built-in to Kotlin

Correct Answer**You Answered**

Question 14**1 / 1 pts**

In a Retrofit Call object, what is the main difference between methods enqueue and execute?

Correct!

- ☒ enqueue is asynchronous and execute is synchronous
- ☐ enqueue is synchronous and execute is asynchronous
- ☐ enqueue sends the call directly to the message queue and execute sends the call to the message handler
- ☐ execute is deprecated

Question 15**1 / 1 pts**

Which of the following is NOT true about Message objects (in the context of handler threads)?

Correct!

- ☐ A handler can be used to create a message object
- ☒ A looper is used to process a message object
- ☐ A message queue holds message objects
- ☐ The target of a message is its handler

Question 16**1 / 1 pts**

A class or object that extends Handler must override which method?

Correct!

- ☐ both enqueueMessage and createMessage
- ☐ createMessage
- ☐ enqueueMessage
- ☒ handleMessage

Question 17**0 / 1 pts**

In the final Gallery application (after we implemented caching for gallery items), what happens if we call updateUI before the map is initialized?

- ☐ the gallery items are obtained before the map, so markers appear but no map
- ☐ the gallery items are obtained before the map, so neither markers nor map appear
- ☒ the gallery items are obtained before the map, so they will be ignored, and only the map will appear
- ☐ the gallery items will wait for the map to appear, so both markers and map appear

Correct Answer**You Answered****Question 18****1 / 1 pts**

In the final Gallery application, what does a map marker's tag hold (based on the project description)?

Correct!

- ☐ a gallery item
- ☒ a gallery item ID
- ☐ a photo (bitmap)
- ☐ a url to the photo

Quiz Score: **16** out of 18