

## Homework #2

Jenni Norell, Jun Yue (Jane) Feng, Rishab Nayak, Jithvan Ariyaratne

### Chapter 1:

1. B - Android Virtual Device
2. C - eXtensible Markup Language
3. Answers
  - 3.1. Valid
  - 3.2. Invalid
  - 3.3. Valid
  - 3.4. Invalid
  - 3.5. Invalid
  - 3.6. Invalid
  - 3.7. Valid
  - 3.8. Valid
  - 3.9. Invalid
  - 3.10. Invalid
4. C - abc
5. D - Hello
6. C - The value of the string named hi as defined in strings.xml
7. D - android.support.v7.app
8. A - true

### Chapter 2:

1. D - Model View Controller
2. A,B,C
3. C - RelativeLayout
4. D - Android.view
5. C - Parent
6. D - android:textColor
7. B - android:theme
8. A - android:background="@color/myColor"
9. C - android:onClick
10. B - TextWatcher

25.

- 26)

```
package com.example.emailvalidator;

import androidx.appcompat.app.AppCompatActivity;

import android.os.Bundle;
import android.view.View;
import android.widget.Button;
import android.widget.EditText;
import android.widget.TextView;

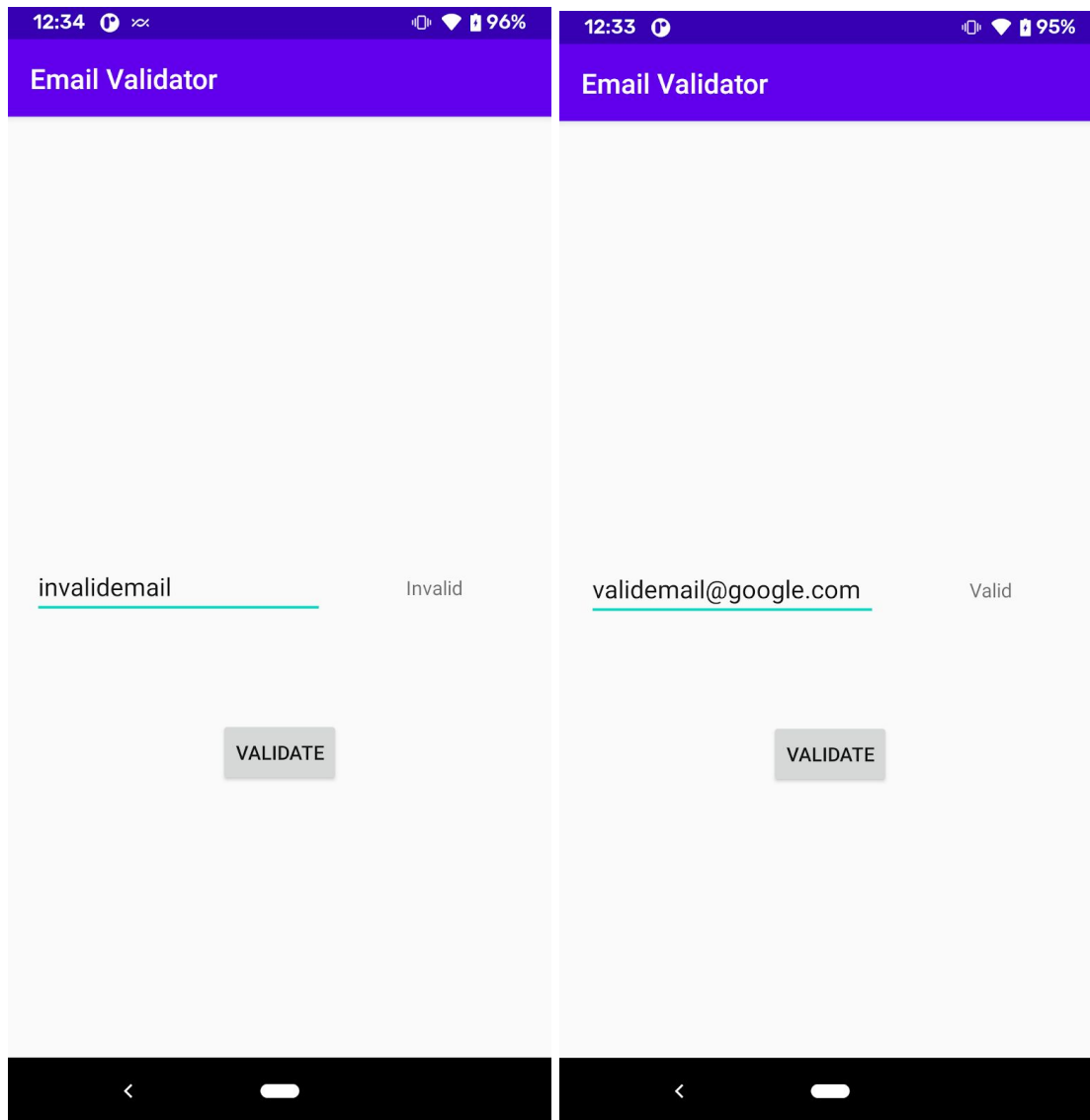
public class MainActivity extends AppCompatActivity {

    private Button validateButton;
    private TextView validOrNot;
    private EditText emailAddressField;

    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_main);

        validateButton = findViewById(R.id.validateButton);
        validOrNot = findViewById(R.id.validOrNot);
        emailAddressField = findViewById(R.id.emailAddressField);

        validateButton.setOnClickListener(new View.OnClickListener() {
            @Override
            public void onClick(View view) {
                if (emailAddressField.getText().toString().contains("@")){
                    validOrNot.setText("Valid");
                }
                else {
                    validOrNot.setText("Invalid");
                }
            }
        });
    }
}
```



Part 3:

4a. onCreate, onStart, onResume

4b. onPause, onStop, onRestart, onStart, onResume

4c. onPause, onStop, onDestroy, onCreate, onStart, onResume

4d. onPause, onStop, onDestroy, onCreate, onStart, onResume, onPause, onStop, onDestroy, onCreate, onStart, onResume

4e. onPause, onStop, onRestart, onStart, onResume