Click the icon ⚙ in the toolbar to check the time remaining for your exam attempt, to View Instructions in this panel, or to Submit your exam.

Associate Android Developer Certification

Welcome to your Associate Android Developer certification exam from Google Developers Certification.

You already agreed to our Terms and Conditions, but we need to remind you of a few important points:

- **You must complete your exam on your own**. Exams are not group projects, and you must not receive help from someone else.
- **Do not share your exam code or talk about exam content with anyone**. For example, don't write about the exam content in a blog post, share about the exam in a forum, or push exam code to a public repository such as GitHub. Doing anything like this is cheating.
- **You can look things up on the internet**. As a developer, you're likely used to searching for concepts online, and it's okay to do this during the exam.

Exam logistics:

- You have **8 hours** to submit your exam from the time you opened this project.
- Before you submit your app, make sure it runs. If your app crashes when we try to grade it, **you fail the exam**.
- You will receive notifications in Android Studio when you have **30, 10**, and **5 minutes** remaining.

Good luck on your exam!

App Specifications

MojiMaster is your center for mastering the nuanced language of emoji! The app provides you with emoji quizzes to test your emoji knowledge. When you select an answer, the app lets you know if your emoji translation is right or wrong. Get three correct answers in a row to become a Moji Master.   To change the answer difficulty, you can change the number of possible answers per emoji. You can browse the database of emojis. You can add your own emojis. And finally, you can set a daily

notification to remind you to test your emoji knowledge.
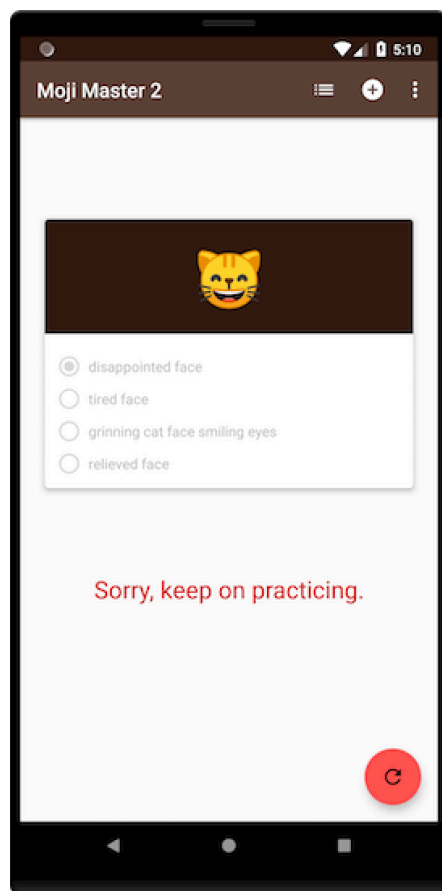
Floating action button (FAB):

- Restarts game.
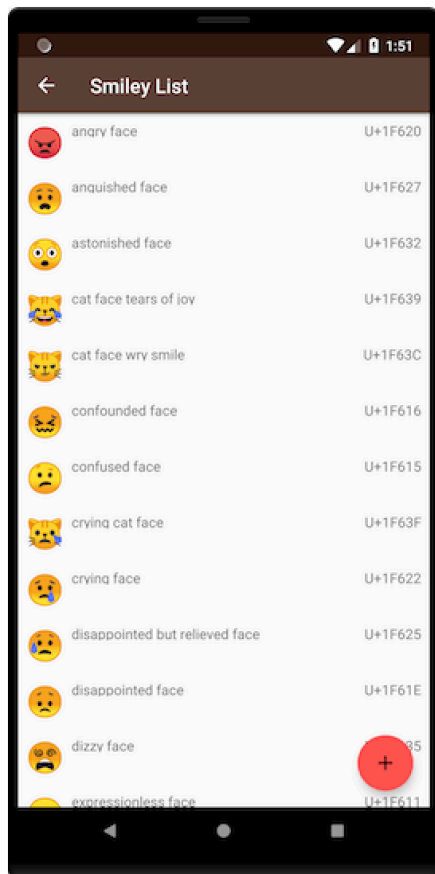- Color: R.color.colorAccent
- R.drawable.ic_refresh

Menu actions:

- Navigates to **Settings** screen.
- Navigates to **Smiley List** screen.
- Icon: R.drawable.ic_list
- Navigates to **Add New Smiley** screen.
- Icon: R.drawable.ic_add_circle

The game card:

- Displays a string resource based on user's answer.
- Custom AnswerView displays list of answers.

Result:

- Displays the answers result.
- Text color for "Correct": R.color.colorCorrect
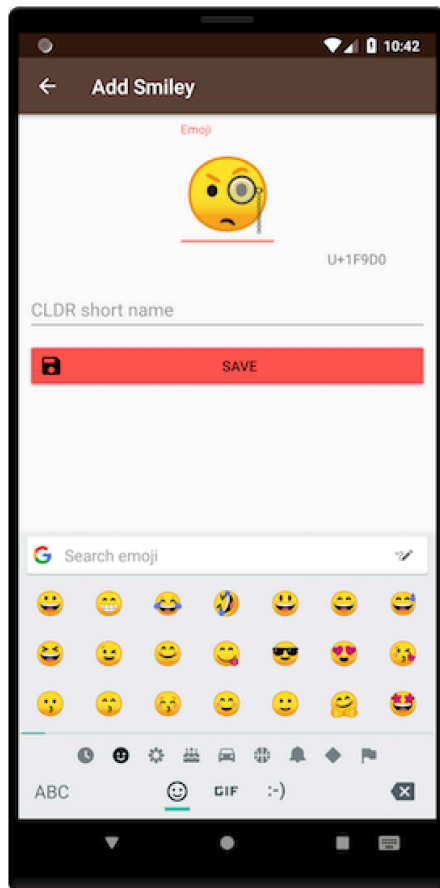- Text color for "Wrong": R.color.colorWrong

Floating action button (FAB):

- Navigates to **Add Smiley** screen.
- Color: R.color.colorAccent
- R.drawable.ic_add

List item:

- The emoji text
- Name of emoji text
- Emoji unicode text

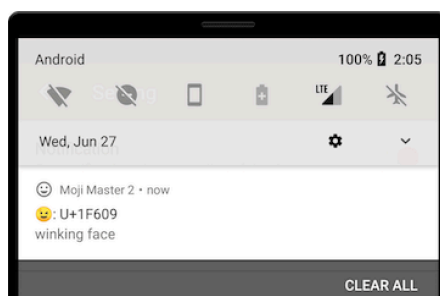*Up* navigation button navigates to the Main screen.

EmojiEditText input:

- Input emoji character

CLDR short name text input:

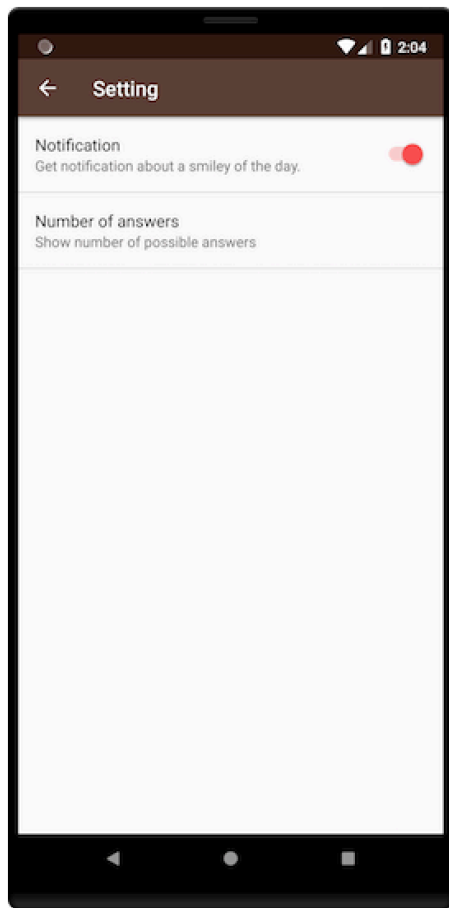- Allows the user to add an emoji name.

Save button:

- Text: R.string.save
- Background color: R.color.colorAccent

- Content title: R.string.notification_title
- Content text: **Smiley** name
- R.drawable.ic_mood

When the user taps a notification, MainActivity is launched.

Settings:

- Toggle setting that enables/disables practice notification. A change in the setting immediately reschedules or cancels the notification.
- Setting to change the number of answers that the **Main** screen shows.

Up navigation button navigates to the **Main** screen.

Exam Task

1. Define local database table model and data access object (DAO) using the schema app/schemas/smiley.json for the data structure.

- Make sure the Datasource query is in ascending order by name.
- Use RANDOM() when constructing your query to return random data.
- Use DataSmileyName class to define table names

2. The layout for MainActivity should implement the AnswersView class and should load a random list of Smiley names.

3. Create a list item layout for RecyclerView using ConstraintLayout.

4. Bind LiveData to the RecyclerView list item using the paging library.

5. Create a notification in NotificationJobService that shows a notification to users once a day.

6. Address the following comment from our QA team:

- "Notifications are not triggered when the switch is flipped in the Settings menu."

7. Address the following comment from our QA team:

- "When I enter a new emoji in AddSmileyActivity, the unicode for the emoji is not displayed."

8. Write a UI test to validate that when the user taps the Add (+) floating action button (FAB) in the list activity, the AddSmileyActivity is displayed.

9. Write a UI test to validate that updating Number of answers in SettingsActivity saves the value in preferences.