HW5.2

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* 1. Copy the image files into your project's drawable folder.
* 2. Add the android:onClick attribute to the ImageView in the layout and use it to call the click handler in the Activity.
* 3. The click handler method must be public, return void, and define a View as its only parameter.

Question 1

How do you add images to an Android Studio project? Choose one:

* Drag each image to the layout editor.
* Copy the image files into your project's drawable folder.
* Drag an ImageButton to the layout editor.
* Choose **New > Image Asset** and then choose the image file.

Question 2

How do you make an ImageView clickable like a simple Button? Choose one:

* Add the android:contentDescription attribute to the ImageView in the layout and use it to call the click handler in the Activity.
* Add the android:src attribute to the ImageView in the layout and use it to call the click handler in the Activity.
* Add the android:onClick attribute to the ImageView in the layout and use it to call the click handler in the Activity.
* Add the android:id attribute to the ImageView in the layout and use it to call the click handler in the Activity.

Question 3

Which rule applies to a click handler called from the attribute in the layout? Choose one:

* The click handler method must include the event listener View.OnClickListener, which is an interface in the View class .
* The click handler method must be public, return void, and define a View as its only parameter.
* The click handler must customize the View.OnClickListener class and override its click handler to perform some action.
* The click handler method must be private and return a View.