

Feedback — Week 6 Quiz

[Help](#)

Thank you. Your submission for this quiz was received.

You submitted this quiz on **Sun 9 Mar 2014 3:38 PM PDT**. You got a score of **16.00** out of **16.00**.

Question 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?

Your Answer	Score	Explanation
<input checked="" type="checkbox"/> android:textColor	✓ 0.25	
<input checked="" type="checkbox"/> android:textAllCaps	✓ 0.25	
<input checked="" type="checkbox"/> android:textColorHint	✓ 0.25	
<input checked="" type="checkbox"/> android:typeface	✓ 0.25	
Total	1.00 / 1.00	

Question 2

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

Your Answer	Score	Explanation
<input type="radio"/> Canvas.drawBitmap().		

☒ None. Drawable is a graphic that goes into a View. The drawing of these graphics is handled by the View system. ✓ 1.00

☐ View.paint().

☐ View.onDraw().

Total 1.00 /
1.00

Question 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?

Your Answer	Score	Explanation
<input checked="" type="checkbox"/> View.invalidate().	✓ 0.25	
<input type="checkbox"/> Canvas.drawView().	✓ 0.25	
<input type="checkbox"/> View.requestLayout().	✓ 0.25	
<input checked="" type="checkbox"/> View.onDraw().	✓ 0.25	
Total	1.00 / 1.00	

Question 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.

Your Answer	Score	Explanation
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☐ FrameAnimation.☐ TweenAnimation.☒ AnimationDrawable. ✓ 1.00☐ AnimationSet.**Total** 1.00 / 1.00

Question 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.

Your Answer	Score	Explanation
<input checked="" type="checkbox"/> View animation does not actually modify the View Object, just its appearance on the screen, while Property animation will modify the Object being animated.	✓ 0.25	
<input checked="" type="checkbox"/> View animation typically requires less code to setup and use that Property animation does.	✓ 0.25	
<input checked="" type="checkbox"/> View animation is for Views only. Property animation animates more than just Views.	✓ 0.25	
<input checked="" type="checkbox"/> View animation is limited to only a few View properties. Property animation can animate a wider set of properties.	✓ 0.25	
Total	1.00 / 1.00	

Question 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?

Your Answer	Score	Explanation
<input type="radio"/> It sets the values of a View property.		
<input checked="" type="radio"/> It defines how specific values in an animation are calculated as a function of time.	✓ 1.00	
<input type="radio"/> It defines the starting time of the animation.		
<input type="radio"/> It defines the duration of an animation.		
Total	1.00 / 1.00	

Question 7

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

Your Answer	Score	Explanation
<input checked="" type="radio"/> ACTION_DOWN.	✓ 1.00	
<input type="radio"/> ACTION_UP.		
<input type="radio"/> ACTION_POINTER_DOWN.		
<input type="radio"/> ACTION_POINTER_UP.		
Total	1.00 / 1.00	

Question 8

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

Your Answer	Score	Explanation
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<input checked="" type="checkbox"/> ACTION_DOWN.	✓	0.20
<input checked="" type="checkbox"/> ACTION_CANCEL.	✓	0.20
<input checked="" type="checkbox"/> ACTION_UP.	✓	0.20
<input checked="" type="checkbox"/> ACTION_POINTER_DOWN.	✓	0.20
<input checked="" type="checkbox"/> ACTION_POINTER_UP.	✓	0.20
Total		1.00 / 1.00

Question 9

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


Your Answer	Score	Explanation
<input checked="" type="checkbox"/> Pointers go down one at a time.	✓ 0.25	
<input checked="" type="checkbox"/> Pointers come up one at time.	✓ 0.25	
<input checked="" type="checkbox"/> Every Pointer that goes down eventually comes up.	✓ 0.25	
<input checked="" type="checkbox"/> Pointers move as a group.	✓ 0.25	
Total	1.00 / 1.00	


Question 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?

Your Answer	Score	Explanation
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☐ Call Object1.doWork() from the View's OnClickListener.  0.25

☐ Call startActivity (Object1) from the View's onTouch() method.  0.25

☒ Attach Object1 as a listener of the View and call doWork() from Object1's onTouch() method.  0.25

☒ Call Object1.doWork() from the View's onTouchEvent() method.  0.25

Total 1.00 / 1.00

Question 11

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

You entered:

SimpleOnGestureListener

Your Answer	Score	Explanation
SimpleOnGestureListener	 1.00	
Total	1.00 / 1.00	

Question 12

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

Your Answer	Score	Explanation
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☐ GestureLibrary.load().☐ GestureLibrary.recognize().

1.00

☐ GestureLibrary.match().☐ GestureOverlayView.onGesturePerformed().

Total

1.00 / 1.00

Question 13

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

Your Answer**Score****Explanation**☐ True.☒ False.

1.00

Total

1.00 / 1.00

Question Explanation

In Android, the term "Ringtone" refers to sounds played not only when the phone rings, but also when notifications arrive, alarms go off, etc.

Question 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.

Your Answer**Score****Explanation**☒ setDataSource().

0.25

<input type="checkbox"/> playback().	✓	0.25
<input type="checkbox"/> getDefaultStream().	✓	0.25
<input checked="" type="checkbox"/> prepare().	✓	0.25
Total		1.00 / 1.00

Question 15

Which of the following functions does the MediaRecorder class support?

Your Answer	Score	Explanation
<input checked="" type="checkbox"/> Recording audio.	✓ 0.25	
<input type="checkbox"/> Recording ambient temperature readings.	✓ 0.25	
<input checked="" type="checkbox"/> Recording video.	✓ 0.25	
<input type="checkbox"/> Recording infrared light signals.	✓ 0.25	
Total	1.00 / 1.00	

Question 16

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

Your Answer	Score	Explanation
<input checked="" type="radio"/> True.	✓ 1.00	
<input type="radio"/> False.		
Total	1.00 / 1.00	

