

Instructions

Perform the following items. For mobile users, you may write your answers on a clean sheet of paper. Upload a photo of your answer sheet. (5 items x 5 points)

- 1. Write an XML code that creates a spinner named sp1. Use wrap_content for its width and height. The options are from the array named flavors.**

```
<Spinner  
    android:id="@+id/flavors_spinner"  
    android:layout_width="wrap_content"  
    android:layout_height="wrap_content"  
    android:entries="@array/flavors_array"  
    android:name="sp1" />
```

- 2. Write an XML code that creates a string-array named flavors with the following items: Chocolate, Vanilla, Cheese.**

```
<resources>  
    <string-array name="flavors_array">  
        <item>Chocolate</item>  
        <item>Vanila</item>  
        <item>Cheese</item>  
    </string-array>  
</resources>
```

- 3. Using Java code, create an ImageView object named logo and set the drawable named school_logo as the image resource.**

```
<ImageView  
    android:id="@+id/logo"  
    android:layout_width="wrap_content"  
    android:layout_height="wrap_content"
```

```
android:src="@drawable/logo" />
```

```
ImageView img = new ImageView(this); img.setImageResource(R.drawable.school_logo);
```

4. Write an XML code that will allow an app to write to the phone's external storage.

```
<uses-permission
```

```
android:name="android.permission.WRITE_EXTERNAL_STORAGE" />
```

5. Add two (2) statements to the following Java code to save the value of x in the key named max.

```
int x = 100;
```

```
SharedPreferences.Editor editor = mPreferences.edit();
```

```
int x = 100;
```

```
SharedPreferences.Editor editor = mPreferences.edit();
```

```
editor.putInt("num", x);
```

```
editor.putString("text", "max"),
```

```
editor.apply();
```