Quiz Submissions - Chapter 6 Quiz

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Attempt 1

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Submission View

Your quiz has been submitted successfully.

chapter 6

Question 1   1 / 1 point

In a camera app, the next step in the life cycle after tapping the button to take a picture is to call on which method?

◯ `onPause()` to let the user do something else

◯ `onRestart()` to restart the rest of the app

◯ `onResume()` to reactivate the camera

◯ `onStop()` to hide the live image

Question 2   1 / 1 point

Which type of variable ceases to exist when execution of its declaring method completes?

◯ constant

◯ global

◯ local

◯ static

Question 3   1 / 1 point

On an Android, what is 1000 milliseconds equivalent to in seconds?

◯ 0.1 seconds

◯ 1 second

◯ 10 seconds

◯ 100 seconds

Question 4   **1 / 1 point**

What does the splash screen provide time for Android to do?

◯ bootstrap the phone driver

◯ download updates

◯ initialize resources for your app

◯ stream data from Google

Question 5   **1 / 1 point**

Java allows only one thread of execution at a time.

◯ True

◯ False

Question 6   **1 / 1 point**

The opening screen of an app that displays for a few seconds is called a burst screen.

◯ True

◯ False

Question 7   **1 / 1 point**

Where should you place an image file that will be used as a background image for a `TextView` control?

○ res\images folder

○ manifests folder

○ res\drawable folder

○ values\backgrounds folder

Question 8   1 / 1 point

It's not necessary to understand the life cycle of an app in order to code it.

○ True

○ False

Question 9   1 / 1 point

Which of the following actions can the MediaPlayer class NOT do?

○ play different music formats

○ play music files

○ report its current state

○ stop playing music

Question 10   1 / 1 point

Which feature in Java executes a one-time task?

○ alarm

○ start

○ task

○ timer

Attempt Score: 100 %

Overall Grade (highest attempt):   100 %

Done