Quiz Submissions - Chapter 10 Quiz

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Attempt 1

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Submission View

Your quiz has been submitted successfully.

chapter 10

Question 1   1 / 1 point

Which of the following provides the methods for drawable animations to create a sequence of frame-by-frame images?

- ⚪ `AnimatedGraphic` constructor

- ⚪ `AnimationList` class

- ✓ ⚪ `AnimationDrawable` class

- ⚪ `startAnimation` constructor

Question 2   1 / 1 point

Applying the Tween rotation animation, which of the following methods begins animating a View object by calling the AnimationUtils class utilities to access the resources necessary to load the animation?

- ⚪ viewAnimation

- ⚪ getAnimation

- ⚪ newAnimation

- ✓ ⚪ startAnimation

Question 3   1 / 1 point

Which method begins the movement in a Frame animation?

○ move()

✓ ○ start()

○ animate()

○ begin()

Question 4   **1 / 1 point**

By what method are drawable images in an animation-list connected to an instance of an ImageView object?

○ `getBackgroundResource`

○ `setBackgroundImage`

○ `getBackgroundReference`

✓ ○ `setBackgroundResource`

Question 5   **1 / 1 point**

Android provides three types of animation: Frame, Wave, and Tween.

○ True

✓ ○ False

Question 6   **1 / 1 point**

Which property in an animation-list specifies how many milliseconds to display each image?

○ length

○ time

✓ ○ duration

○ display

Question 7   **0 / 1 point**

In the Relative layout, an ImageView control displays the animation images.

⇨ ○ True

✗ ○ False

Question 8   1 / 1 point

Tween animation uses a sequence of images similar to Frame animation.

○ True

✓ ○ False

Question 9   1 / 1 point

Which of the following is an attribute of the animation-list that determines whether an animation plays once and then stops or continues to play until the user intervenes?

○ Class

○ AnimationDrawable

○ Motion tween

✓ ○ Android:oneshot

Question 10   1 / 1 point

Which statement correctly completes the following code to begin a Tween rotation animation?

`imgRotate.startAnimation(AnimationUtils.loadAnimation ...`

✓ ○ `(this, R.anim.rotation));`

○ `.rotation(this.R.anim));`

○ `(R.anim.rotation, this));`

○ `.R.anim(rotation, this));`

Attempt Score: 90 %

Overall Grade (highest attempt):   90 %

Done