

Quiz Submissions - Chapter 3 Quiz

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Attempt 1

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Submission View

Your quiz has been submitted successfully.

chapter 3

Question 1

1 / 1 point

Good graphic design communicates simplicity.

✓ ☒ True

☐ False

Question 2

1 / 1 point

You should always declare variables in an Android application at the end of the Activity.

☐ True

✓ ☒ False

Question 3

1 / 1 point

An application with an appealing graphical design is preferred over applications that are textual in nature.

✓ ☒ True

☐ False

Question 4

1 / 1 point

What term can be described as multitouch interactions such as pressing two fingers to pan, rotate, or zoom?

☐ taps

- ☒ gestures
- ☐ actions
- ☐ swipes

Question 5

1 / 1 point

What is used in a Java program to contain data that changes during the execution of the program?

- ☐ constant
- ☐ item
- ☐ literal
- ☒ variable

Question 6

1 / 1 point

What does the R in `findViewById(R.id.txtTickets)` refer to?

- ☐ the resource folder for the app
- ☒ the resources available to the app
- ☐ a static property of the `txtTickets` variable
- ☐ a variable named 'R'

Question 7

1 / 1 point

To display text in a `TextView` control, which method should be used?

- ☐ `assignText()`
- ☐ `displayText()`
- ☒ `setText()`
- ☐ `showText()`

Question 8

1 / 1 point

What can be used to display instructions at the top of `Spinner` controls?

- ☐ abstract
- ☐ hint
- ☐ lead-in
- ✓ ☒ prompt

Question 9**1 / 1 point**

Which kind of variable can be initialized only once?

- ✓ ☒ final variable
- ☐ local variable
- ☐ static variable
- ☐ temporary variable

Question 10**1 / 1 point**

The default value for a boolean variable is True.

- ☐ True
- ✓ ☒ False

Attempt Score: 100 %**Overall Grade (highest attempt):** 100 %**Done**