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2. How can I go about removing one fragment from the activity?

.remove and .popBackStack

3. How can I remove all fragments including up to a tag?

.popBackStack(“FRAG\_NAME”, FragmentManager.POP\_BACK\_STACK\_INCLUSIVE);

4. How can I communicate from the fragment to the activity?

The fragment comes with an onFragmentInteractionListener, which the host activity should implement. The fragment will send a result to the activity thru that interface.

5. How can I make sure my fragment doesn’t get recreated on screen orientation change?

setRetainInstance(true);

7. Process needed to implement to get an API response from an HTTP URL connection?

HttpUrlConnection does NOT have a callback.

We set up a URL, open connection using URL object, set up your buffer, read thru with the buffer, then close the connection.

8. How would I implement an async OkHttp API call?

Create an OkHttpClient object, a request object passing in the URL, then in the OkHttpClient object pass in the request and do a .enqueue

9. What is the difference between making a synchronous OkHttp API call and an asynchronous one?

For sync, must make own threading policy and make call using .execute. Async has own threading scheme and uses .enqueue

13. How would I add a logging interceptor to a retrofit rest call?

OkHttpClient okHttpClient = new OkHttpClient.Builder().addInterceptor

17. What are the methods involved in an observer?

onSubscribe, onNext, onError, onComplete

19. What factory adapter in retrofit helps turn call objects into observables?

RxJava2 callFactoryAdapter

20. Difference between val and var in Kotlin?

Vals are final - must be set upfront.

Vars must have a type set to them if we don’t set their value upfront. We can set them equal to something and the system will infer it’s type.

21. Advantages of Kotlin over Java:

Kotlin has tried eliminating NPE’s. Variable types can be set later on. Extension functions and in-line functions. Less boiler-plate code

24. How can I accommodate different form factors? Create custom resource files, including custom strings, pixel sizes, etc.