Textbook Questions 3.1 - 3.12

1. How do we import View.OnClickListener (if we want to use code like View. OnClickListener listener;)?
   1. Importing the View class is sufficient
2. What is the name of the abstract method of View.OnClickListener?
   1. onClick
3. What method of the ViewGroup class do we use to add a child View to a parent View?
   1. addView
4. We are coding inside the private class Y, which is coded inside the public class X. How do we access the current object of the Y class?
   1. This
5. We are coding inside the private class Y, which is coded inside the public class X. How do we access the current object of the X class?
   1. X.this
6. How do we retrieve the size of the screen (assuming that size is a Point object reference)?
   1. getWindowManager( ).getDefaultDisplay( ).getSize( size );
7. What is the data type of this in the code GridLayout gridLayout = new GridLayout( this )?
   1. Context
8. What method of the GridLayout class do we use to set the number of rows of the grid?
   1. setRowCount
9. What method of the Activity class do we use to set the view for an activity?
   1. setContentView
10. Inside an Activity class, how do we instantiate a button?
    1. Button b = new Button(this);
11. What class is used by views to tell their parents how they want to be laid out?
    1. LayoutParams
12. What method do we use to specify the alignment of the text within a TextView?
    1. setGravity