

# 109590031\_HW5-2

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## Question 1

How do you add images to an Android Studio project? Choose one:

- Drag each image to the layout editor.
- Copy the image files into your project's `drawable` folder.
- Drag an `ImageButton` to the layout editor.
- Choose **New > Image Asset** and then choose the image file.

## Answer 1

- Copy the image files into your project's `drawable` folder.

## Question 2

How do you make an `ImageView` clickable like a simple `Button`? Choose one:

- Add the `android:contentDescription` attribute to the `ImageView` in the layout and use it to call the click handler in the `Activity`.
- Add the `android:src` attribute to the `ImageView` in the layout and use it to call the click handler in the `Activity`.
- Add the `android:onClick` attribute to the `ImageView` in the layout and use it to call the click handler in the `Activity`.
- Add the `android:id` attribute to the `ImageView` in the layout and use it to call the click handler in the `Activity`.

## Answer 2

- Add the `android:onClick` attribute to the `ImageView` in the layout and use it to call the click handler in the `Activity`.

## Question 3

Which rule applies to a click handler called from the attribute in the layout? Choose one:

- The click handler method must include the event listener `View.OnClickListener`, which is an interface in the `View` class.
- The click handler method must be `public`, return `void`, and define a `View` as its only parameter.
- The click handler must customize the `View.OnClickListener` class and override its click handler to perform some action.
- The click handler method must be `private` and return a `View`.

## Answer 3

- The click handler method must be `public`, return `void`, and define a `view` as its only parameter.