

MSc Progress Test Sample – Mobile and Social Application Programming**Question 1**

Suppose the following attribute declaration occurs in `AndroidManifest.xml`:

```
<application android:label="@string/app_name">
```

What is the effect of the “@” symbol?

- [A] It has no special effect: it is just another character.
- [B] It sets the value of the `android:label` attribute to a value declared elsewhere in the project and identified by “`app_name`”.
- [C] It sets the value of the `android:label` attribute to the literal string “`string/app_name`”.
- [D] The effect is undefined.

Question 2

The main advantage of specifying a GUI layout directly in XML instead of Java is:

- [A] The layout can be edited visually in a typical IDE.
- [B] The layout can be varied dynamically.
- [C] The layout can use custom-designed components.
- [D] The choice of components can more easily be restricted to follow a standard design.

Question 3

What does “`match_parent`” mean when specifying the width of a component?

- [A] It applies to container components, and fits closely around the width of the content.
- [B] It sets the width to a fixed number of pixels.
- [C] It sets the width to the width of the parent component.
- [D] It sets the width to the width of the entire screen.

Question 4

When an Android activity that is currently in the *resumed* state is closed by the user navigating away from the app using the “back” button what is the complete sequence of lifecycle events expected to occur?

- [A] `onBack()` .
- [B] `onPause()` , `onDestroy()` .
- [C] `onPause()` , `onStop()` .
- [D] `onPause()` , `onStop()` , `onDestroy()` .

Question 5

The commonly overridden `onDraw()` method is a member of which class?

- [A] `Intent`
- [B] `Graphics`
- [C] `View`
- [D] `Canvas`

Question 6

When opening an existing `File` for writing, how can you ensure that new data overwrites any existing data?

- [A] Simply open the `File`; this will happen by default.
- [B] Open the `File` then call the method `setOverWrite()` on it.
- [C] Open the `File` with the `File.OVERWRITE` integer flag passed as one of the arguments
- [D] Set user shared preferences to `Android.FILE_OVERWRITE`.

Question 7

Which one of the following is a standard way to add items to the options menu?

- [A] Override the `onCreateOptionsMenu()` method of `Activity` and add `String` items to the `Menu` object that was passed as a parameter.
- [B] Override the `onAddMenuItem()` method of `Activity` and add `String` items to the `Menu` object that was passed as a parameter.
- [C] Override the `onResume()` method, call the `getOptionsMenu()` method of `Activity` and then add `String` items to the returned `Menu` object.
- [D] Override the `onStart()` method, call the `getOptionsMenu()` method of `Activity` and then add `String` items to the returned `Menu` object.

Question 8

Suppose an activity pops up a `Dialog` window which then waits for user interaction. Which one of these statements is true about the activity's state transitions?

- [A] The activity goes from the paused state to the stopped state.
- [B] The activity is destroyed then re-created.
- [C] The activity goes from the resumed state to the paused state.
- [D] The activity goes from the resumed state to the killed state.