Quiz #10

Java Programming II   **May 29, 2018 (6-7 period)**

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Fill out the blanks with suitable words.

1. An Activity is an application component that provides a (screen) with which users can interact in order to do something.
2. Each activity is given a (window)in which to draw its user interface.
3. Each activity can then start another (activity) in order to perform different actions.
4. Each time a new activity starts, the previous activity is (stopped), but the system (preserves) the activity in a stack (the "back stack").
5. We can start another activity by calling (startActivity) method, passing it an (Intent) that describes the activity you want to start.
6. What are three core components of an Android application?
   (Activities)
   (Services)
   (Broadcast receivers)
7. The components of Android application are activated through messages, called (Intents).
8. The Android system finds the appropriate (activity), (service), or set of (broadcast receivers) to respond to the intent, instantiating them if necessary.
9. What is an application component that can perform long-running operations in the background and does not provide a user interface?
10. An application component can start a service and it will continue to (run) in the background even if the user switches to another application.