Week02\_homework

Answer Q1 to Q6 in any text file. Upload the Android projrct includes Q7 and the text flie(Q1 to Q6)to your GitHub and send a direct message to us that you have completed.

1. What is Inheritance? Try to explain in Mandarin.

Sol: 可以將類屬性和函數從一個類繼承到另一個類

1. How to split a string in Android ? Explain your understanding , and even better to attach some sample code.

Sol:使用空格之類的分隔符號，去拆解字串，使其分開成段落

Ex:

val str = "This is a string"

val split = str.split(' ') //用空格拆開

println(split) //[This, is, a, string]

1. What kind of key-value pair collection do we use in Android ? Attach a sample code that uses for-loop to print each key-value pair.

Sol: Map

Ex:

**val** myMap: Map<Int,String> = mapOf<Int, String>(1 to "one", 2 to "two", 3 to "three")

**for**(key **in** myMap.keys)

{println("這是第 $key 個 = ${myMap.get(key)}")}

/\* 這是第 1 個 = one

這是第 2 個 = two

這是第 3 個 = three \*/

1. What’s the difference between ArrayList and LinkedList? Try to explain in Mandarin.

Sol: ArrayList底層實現是動態數組，LinkedList底層是雙向鏈表，有頭尾指針。

1. What are Value Type variables? List out the Value Type variables you know.

Sol:

val myNum: Int = 5                // Int  
val myDoubleNum: Double = 5.99    // Double  
val myLetter: Char = 'D'          // Char  
val myBoolean: Boolean = true     // Boolean  
val myText: String = "Hello"      // String

1. What’s the maximum value of lnt? If you want to represent integers larger than the limit, what should you do instead of using int variables?

W帽是lnt的最大值嗎？如果要表示大於限制的整數，應該怎麼做，而不是 使用 int 變數？

Sol: int max= 2,147,483,647 , 使用泛型的方式處理

1. Please follow the screenshots to complete the UI which is based on the andfun-kotlin-android-trivia project (The toy app for lesson 3 of the Android App Development in Kotlin course on Udacity. Clone the project from GitHub or download the zip file, and then checkout to Step.11-Solution-Adding-Animation branch):

Step 1: Add ProfileFragment class and corresponding fragment\_profile.xml.

Step 2: Follow the screenshot below to implement the components and use your personal avatar and fill in your information.

Step 3: Implement two ways to navigate to ProfileFragment:

a. Add the third item on Drawer, see the screenshot on the left below.

b. Add a new button below the NEXT MATCH button of GameWonFragment, see the screenshot on the right below.