

TRUE/FALSE

1. Before code can be written for an Android app, the user interface must first be designed.

ANS: T PTS: 1 REF: 33

2. The `Text` property changes font of the text written within a control.

ANS: F PTS: 1 REF: 38

3. The Android SDK includes two types of button controls: `Button` and `ToggleButton`.

ANS: F PTS: 1 REF: 43

4. There are three phases to the program development lifecycle.

ANS: F PTS: 1 REF: 44

5. The `Activity` component is the point at which the application makes contact with the users.

ANS: T PTS: 1 REF: 45

6. Comments in Java start with pound (#) signs.

ANS: F PTS: 1 REF: 47

7. An object is a specific, concrete instance of a class.

ANS: T PTS: 1 REF: 47

8. It is a Java standard to use camel-casing for class names, which begins the name with an uppercase letter, omitting spaces, and using uppercase letters to emphasize the start of a new word.

ANS: T PTS: 1 REF: 47

9. The `AndroidManifest` is not required, but it does make an application run faster.

ANS: F PTS: 1 REF: 50

10. When you `import` a package, you make all of the classes under that package available.

ANS: T PTS: 1 REF: 57

MULTIPLE CHOICE

1. Designing a program is analogous to ____.
- | | |
|----------------------------|-----------------------------|
| a. constructing a building | c. painting with watercolor |
| b. doing laundry | d. performing an experiment |

ANS: A PTS: 1 REF: 32

2. The Minimum SDK text box contains the ____.
- a. API number
 - b. SDK number
 - c. serial number
 - d. UPC code

ANS: A PTS: 1 REF: 34

3. A ____ organizes layout components in a vertical column or horizontal row.
- a. Bag layout
 - b. Graphical
 - c. Linear layout
 - d. Relative layout

ANS: C PTS: 1 REF: 35

4. A(n) ____ organizes layout components in relation to each other.
- a. Extensible layout
 - b. Graphical layout
 - c. Linear layout
 - d. Relative layout

ANS: D PTS: 1 REF: 36

5. ____ is not a valid measurement unit for text display.
- a. dp
 - b. nm
 - c. px
 - d. sp

ANS: B PTS: 1 REF: 38

6. The unit sp stands for ____.
- a. scaled-dependent pixels
 - b. scaled-independent pixels
 - c. size preference
 - d. standard pixel

ANS: B PTS: 1 REF: 38

7. To center a control, you can drag the control to the center of the emulator window until a ____ is displayed.
- a. blue solid vertical line
 - b. green dashed vertical line
 - c. green solid vertical line
 - d. red dashed horizontal line

ANS: B PTS: 1 REF: 39

8. The most popular free Android app is ____.
- a. Facebook
 - b. Google Maps
 - c. Pandora
 - d. YouTube

ANS: B PTS: 1 REF: 40

9. Resources for medium-density screens are placed in the ____ folder.
- a. drawable-hdpi
 - b. drawable-ldpi
 - c. drawable-mdpi
 - d. drawable-medium

ANS: C PTS: 1 REF: 41

10. The ____ control can display an icon or a graphic such as a picture file or shape.
- a. Display
 - b. JPG
 - c. ImageView
 - d. Picture

ANS: C PTS: 1 REF: 42

11. The first phase of program development is to ____.

- a. code the program
- b. design the user interface
- c. gather program requirements
- d. test the program

ANS: C PTS: 1 REF: 44

12. ____ are the components of a program that perform the tasks required in the program.

- a. Activities
- b. Event handlers
- c. Processing objects
- d. Task items

ANS: C PTS: 1 REF: 44

13. A(n) ____ is simply a blueprint or a template for creating objects by defining its properties.

- a. app
- b. class
- c. control
- d. widget

ANS: B PTS: 1 REF: 47

14. When you ____ a class, you define one particular variation of the object within a class.

- a. concretize
- b. instantiate
- c. make
- d. stabilize

ANS: B PTS: 1 REF: 47

15. If an application has more than one Activity, the Android Manifest file must have a(n) ____ to navigate among the multiple activities.

- a. activity manager
- b. intent
- c. placeholder
- d. pointer

ANS: B PTS: 1 REF: 50

16. The entry point of an Activity is the ____ method.

- a. begin
- b. onEntry
- c. onCreate
- d. prepare

ANS: C PTS: 1 REF: 53

17. A(n) ____ is a set of Java statements that can be included inside a Java class.

- a. activity
- b. block
- c. intent
- d. method

ANS: D PTS: 1 REF: 53

18. The ____ method displays the content of a specific screen.

- a. drawContents
- b. getDisplay
- c. makeDisplay
- d. setContentView

ANS: D PTS: 1 REF: 54

19. In Java, a tap of the touch screen is known as a ____.

- a. click event
- b. display action
- c. tap event
- d. touch event

ANS: A PTS: 1 REF: 56

20. A(n) ____ is a part of a program coded to respond to a specific event.

- a. action responder
- b. event handler
- c. response method
- d. triggered method

ANS: B

PTS: 1

REF: 56

21. The ____ statement is a way of making more Java functions available to your specific program.
- a. assignment
 - b. import
 - c. include
 - d. reference

ANS: B

PTS: 1

REF: 57

22. _____ wait for user interaction.

- Action subscribers
- Event listeners

- c. Polling objects
- d. Targeted components

ANS: B

PTS: 1

REF: 57

23. The _____ method creates an intent to start another Activity.

- `beginActivity`
- `createActivity`

- c. `prepareActivity`
- d. `startActivity`

ANS: D

PTS: 1

REF: 57

24. A(n) _____ is a piece of code that actually serves as a placeholder to declare itself.

- control
- inclusion

- c. event handler
- d. stub

ANS: D

PTS: 1

REF: 57

25. Errors in program code are indicated by ____.

- a. blue solid lines
- b. bolded text

- c. green curly lines
- d. red curly lines

ANS: D

PTS: 1

REF: 60

COMPLETION

1. By default, the Linear layout organizes each new control directly _____ the previous control.

ANS:

below

under

beneath

PTS: 1

REF: 35

2. A(n) _____ layout organizes components in a vertical column or a horizontal row.

ANS: linear

PTS: 1

REF: 35

3. Using a(n) _____ layout, components can be placed to the left of, to the right of, above, or below another component.

ANS: relative

PTS: 1 REF: 37

4. The abbreviation for “density-independent pixels” is _____.

ANS:

dp
dip

PTS: 1 REF: 38

5. The _____ property sets the size of text in a control.

ANS: text size

PTS: 1 REF: 38

6. All Palette controls can use a property called _____ to provide a buffer from the top of the screen, to assist exact layout design.

ANS: layout margin top

PTS: 1 REF: 38

7. High-density images should be placed in the _____ folder under the `res` folder.

ANS: `drawable-hdpi`

PTS: 1 REF: 41

8. _____ is the prefix that typically represents a Button in the code.

ANS: `btn`

PTS: 1 REF: 43

9. You use the _____ property to name a control.

ANS: `Id`

PTS: 1 REF: 43

10. You can construct Activities using _____ layout files and a Java class.

ANS: XML

PTS: 1 REF: 45

11. To make a one-line comment in Java, use _____.

ANS:

two forward slashes
//

PTS: 1 REF: 47

12. The _____ method moves the Activity it is called with to the top of the Activity stack.

ANS: onCreate

PTS: 1 REF: 53

13. Any intent to start a new Activity requires a(n) _____ and the name of the Activity being opened.

ANS: context

PTS: 1 REF: 57

14. The _____ method creates an intent to start another activity.

ANS: startActivity

PTS: 1 REF: 57

15. The term _____ in the examples refers to the current Activity.

ANS: this

PTS: 1 REF: 60