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NPTEL

Courses » **Mobile Computing**

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Unit 8 - Fragments

Course outline

How to access the portal ?

Introduction to Mobile Computing

Starting Android Programming

● Introduction to Android Studio

○ Your First App

○ Deploying your App to a Phone

○ Extending app - Buttons, Toast

○ Quiz : Java Basics

Android Application Basics

○ Android Development Environment

○ User Interface

○ Application Fundamentals

○ Extending the application

○ Programming Assignment 1

Activity

○ Activity Lifecycle I

○ Activity Lifecycle II

○ Activity LifeCycle III

Mid-sem Exam

The due date for submitting this assignment has passed. **Due on 2016-09-05, 22:00 IST.**

Submitted assignment

For all the questions till Intent.

1) What is not true about an Activity   *1 point*

   ○ always contains a user interface.
   ○ talks to other activities using intents
   ○ has multiple lifecycle states.
   ○ goes to paused state when completely hidden.

   No, the answer is incorrect.
   Score: 0

   Accepted Answers:
   goes to paused state when completely hidden.

2) What is not a major component of an Android App.   *1 point*

   ○ Service
   ○ Activity
   ○ Bakground Receiver
   ○ Intent

   No, the answer is incorrect.
   Score: 0

   Accepted Answers:
   Intent

3) What is not a major component of an Android App.   *1 point*

   ○ Service
   ○ Activity
   ○ Bakground Receiver
   ○ Intent

   No, the answer is incorrect.
   Score: 0

   Accepted Answers:
   Intent

4) Which of the following is the parent class of Activity?   *1 point*

   ○ Object

○ Context

○ ActivityGroup

○ ContextThemeWrapper

No, the answer is incorrect.
Score: 0

Accepted Answers:
ContextThemeWrapper

5) Which of the following is not a type of UI layout.   *1 point*

○ Frame layout

○ Grid view

○ List view

○ Horizontal layout

No, the answer is incorrect.
Score: 0

Accepted Answers:
Horizontal layout

6) In which of the following layouts, the position of a UI element depends on the position of other UI elements.   *1 point*

○ List view

○ Linear layout

○ Absolute layout

○ Relative layout

No, the answer is incorrect.
Score: 0

Accepted Answers:
Relative layout

7) What is the importance of Hierarchy Viewer?   *1 point*

○ Provides a visual representation of layout's view hierarchy.

○ Monitor the sequence of intents.

○ Helps you discover bottlenecks in the layout performance.

○ None of the above.

No, the answer is incorrect.
Score: 0

Accepted Answers:
Helps you discover bottlenecks in the layout performance.

8) Which of the following layout designs can be optimised for a better performing UI?   *1 point*

○ A layout that has no children or no background.

○ A deeply nested layout.

○ A layout with children that has no siblings, is not a ScrollView or a root layout, and does not have a background.

○ All of the above.

No, the answer is incorrect.
Score: 0

Accepted Answers:
All of the above.

9) What is the drawback of using 'in' (inches) as the unit of padding?   *1 point*

○ Padding value scales itself proportionate to the size of screen.

○ Padding value does not scale across different screen sizes.

○ We get more precision compared to other units like px, dp etc.

○ None of the above

No, the answer is incorrect.
Score: 0

Accepted Answers:
Padding value does not scale across different screen sizes.

10) Which of the following layouts has the layout_weight property?   *1 point*

○ Relative layout

○ Table layout

○ List view

○ None of the above

No, the answer is incorrect.
Score: 0

Accepted Answers:
None of the above

11) Which of the following layouts is often used to display dynamic enumerated data?   *1 point*

○ Linear layout

○ List view

○ Relative layout

○ Table layout

No, the answer is incorrect.
Score: 0

Accepted Answers:
List view

12) What happens when a button is clicked but its onClickListener is not defined?   *1 point*

○ App will crash.

○ A toast will be displayed.

○ Nothing will happen.

○ Wrong question, the button would not appear in the UI.

No, the answer is incorrect.
Score: 0

Accepted Answers:
Nothing will happen.

13) What is the correct sequence of execution of android activity lifecycle methods when the   *1 point*
screen is rotated?

○ onCreate(), onStart(), onResume()

○ onPause(), onStop(), onDestroy(), onCreate(), onStart(), onResume()

○ onDestroy(), onCreate(), onStart(), onResume()

○ None of the lifecycle methods will be invoked.

No, the answer is incorrect.
Score: 0

Accepted Answers:
onPause(), onStop(), onDestroy(), onCreate(), onStart(), onResume()

14) Suppose you have logged into a game using your gmail id and your gmail app running in the *1 point*
background crashes, what will happen?

○ The game will also crash.

○ Nothing happens to the game that is purely the outcome of the gmail app crash.

○ You cannot login/logout of the game.

○ You will be automatically logged out from the game due to crashing of the gmail app.

No, the answer is incorrect.
Score: 0

Accepted Answers:
Nothing happens to the game that is purely the outcome of the gmail app crash.

15) Which of the following app components are not activated by intents?   *1 point*

   ○ Activities
   ○ Services
   ○ Content providers
   ○ Broadcast receivers

No, the answer is incorrect.
Score: 0

Accepted Answers:
Content providers

16) Which of the following is true when an app (A) starts another app's (B) component?   *1 point*

   ○ An app cannot run another app's components.
   ○ B's component runs in the process in which A is running.
   ○ Both A and B should be running in the same process.
   ○ B's component runs in B's process.

No, the answer is incorrect.
Score: 0

Accepted Answers:
B's component runs in B's process.

17) Which of the following is true: *1 point*

   ○ An android app execution starts from the function 'main()'.
   ○ Apps running on different processes can directly activate each other's components.
   ○ Android OS shuts down when it goes out of memory.
   ○ None of the above

No, the answer is incorrect.
Score: 0

Accepted Answers:
An android app execution starts from the function 'main()'.

18) Which of the following is true about android manifest file?   *1 point*

   ○ It defines the UI elements of each activity.
   ○ It cannot force an orientation to an activity.
   ○ It describes all the components of the application.
   ○ None of the above

No, the answer is incorrect.
Score: 0

Accepted Answers:
It describes all the components of the application.

19) Which of the following can be a sequence of android lifecycle methods?   *1 point*

   ○ onPause(), onStart(), onResume()
   ○ onRestart(), onStart(), onResume()
   ○ onPause(), onStop(), onDestroy(), onRestart()
   ○ None of the above.

No, the answer is incorrect.
Score: 0

Accepted Answers:
onRestart(), onStart(), onResume()

20) An activity never resides in which of the following states?   *1 point*

   ○ Created

   ○ Stopped

   ○ Destroyed

   ○ Resumed

No, the answer is incorrect.
Score: 0

Accepted Answers:
Created

21) Which of the following will definitely trigger onDestroy() method?   *1 point*

   ○ finish() method

   ○ Android OS destroys the process in which the app was running

   ○ Current app leaves the foreground completely.

   ○ App is killed

No, the answer is incorrect.
Score: 0

Accepted Answers:
finish() method

22) Which of the following is not a logcat method? (ignore function parameters)   *1 point*

   ○ Log.v()

   ○ Log.i()

   ○ Log.wtf()

   ○ Log.a()

No, the answer is incorrect.
Score: 0

Accepted Answers:
Log.a()

23) What is the purpose of adding padding to a UI element?   *1 point*

   ○ It separates the element from elements outside it.

   ○ Moves contents of an element away from its edges.

   ○ Both A and B

   ○ None of the above

No, the answer is incorrect.
Score: 0

Accepted Answers:
Moves contents of an element away from its edges.

24) What is the structure of extra information (Bundle) passed while starting a new activity?   *1 point*

   ○ List

   ○ Integer

   ○ Key-value pair

   ○ String

No, the answer is incorrect.
Score: 0

Accepted Answers:
Key-value pair

25) What will happen if a TextView variable is assigned the type View?   *1 point*

   ○ App will not compile.

   ○ App will crash

   ○ TextView will work fine

○ Nothing will be displayed

No, the answer is incorrect.
Score: 0

Accepted Answers:
TextView will work fine

26) How do we ensure backward compatibility (smartly) of the app?   *1 point*

○ Running on all the phones; old and new

○ Only compiling for the latest Android SDK

○ Disable some features of the app using newer Android Versions

○ Specifying minSDK version

No, the answer is incorrect.
Score: 0

Accepted Answers:
Specifying minSDK version

27) What is a callback?   *1 point*

○ A function that is called when the app stops.

○ A function that is called when an event occurs.

○ All of the these.

○ A function that is called when the app starts.

No, the answer is incorrect.
Score: 0

Accepted Answers:
All of the these.

28) Which if the following can be used to detect errors in the app?   *1 point*

○ Gradle

○ Logcat

○ OnClickListener

○ None

No, the answer is incorrect.
Score: 0

Accepted Answers:
Logcat

29) Which Exception is thrown when you try to access the index -1 in a List?   *1 point*

○ IOException

○ NullPointerException

○ Compilation error

○ No exception will be thrown

No, the answer is incorrect.
Score: 0

Accepted Answers:
NullPointerException

30) What will happen if an id R.id.something is not specified in the XML, but accessed in the   *1 point*
source code?

○ App will crash/not compile.

○ A message will displayed.

○ Nothing will happen.

○ The View will work fine without any problems.

No, the answer is incorrect.
Score: 0

Accepted Answers:
App will crash/not compile.

31) Where should the images be normally stored in a project?   *1 point*

  ○ src
  ○ AndroidManifest.xml
  ○ res/layout
  ○ res/drawable

No, the answer is incorrect.
Score: 0

Accepted Answers:
res/drawable

32) Which of the following is NOT a type of an intent?   *1 point*

  ○ Exhaustive Intent
  ○ Explicit Intent
  ○ Implicit Intent
  ○ None of these

No, the answer is incorrect.
Score: 0

Accepted Answers:
Exhaustive Intent

33) What is the process of displaying the fields present in the layouts?   *1 point*

  ○ Inflating
  ○ Overriding
  ○ Bundle attaching
  ○ None of these

No, the answer is incorrect.
Score: 0

Accepted Answers:
Inflating

34) How many levels of Log labels are there?   *1 point*

  ○ 3
  ○ 4
  ○ 5
  ○ 6

No, the answer is incorrect.
Score: 0

Accepted Answers:
6

35) Which of the following is NOT specified in AndroidManifest.xml?   *1 point*

  ○ Global Variables
  ○ Permissions
  ○ Activities
  ○ Services

No, the answer is incorrect.
Score: 0

Accepted Answers:
Global Variables

36) Is it a good practice to have one icon of fixed resolution?   *1 point*

  ○ No, we need icons for different pixel density screens

○ No, android takes care of it
○ Yes
○ None

No, the answer is incorrect.
Score: 0

Accepted Answers:
No, we need icons for different pixel density screens

37)Which of the following is used to restore information when the app is destroyed?   *1 point*

○ String savedInstanceState
○ Integer savedInstanceState
○ ArrayList sacedInstanceState
○ Bundle savedInstanceState

No, the answer is incorrect.
Score: 0

Accepted Answers:
Bundle savedInstanceState

38)Which of the following is NOT true   *1 point*

○ @Override is used to change definition of a function
○ Not all methods of an interface need to be redefined
○ An Interface and abstract class are not the same
○ A class can inherit another class as well as implement any interface

No, the answer is incorrect.
Score: 0

Accepted Answers:
Not all methods of an interface need to be redefined

39)What happens when a button is present in the source code but its XML is not defined?   *1 point*

○ App will crash/not compile.
○ A message will displayed.
○ Nothing will happen.
○ The button would appear in the UI.

No, the answer is incorrect.
Score: 0

Accepted Answers:
App will crash/not compile.

40)Which of these is not a part of the APK?   *1 point*

○ Resources
○ Dalvik Executable
○ A and B
○ None of the above

No, the answer is incorrect.
Score: 0

Accepted Answers:
None of the above

41)How can you prevent your app from showing ANR messages?   *1 point*

○ Kill the application process periodically
○ Create a child thread where expensive computations are done
○ A and B
○ None of the above

No, the answer is incorrect.
Score: 0

Accepted Answers:
Create a child thread where expensive computations are done

42) Which data structure is used when a new activity is opened?   *1 point*

- ○ List
- ○ Queue
- ○ Priority queue
- ○ Stack

No, the answer is incorrect.
Score: 0

Accepted Answers:
Stack

43) Many of you must have used an Android emulator to test your applications. Which of the   *1 point*
following statements are true about the emulator?

- ○ The emulator runs your application the same way as your phone
- ○ The emulator is only a virtual machine
- ○ An emulator is exactly same as a simulator
- ○ An emulator can emulate sensors of the phone

No, the answer is incorrect.
Score: 0

Accepted Answers:
The emulator runs your application the same way as your phone

44) In exception handling, what is the difference between "throw" and "throws"?   *1 point*

- ○ It is the same thing
- ○ "throw" is used to explicitly throw an exception and "throws" is used to declare an exception
- ○ You can declare multiple exceptions with "throw" but you cannot do that with "throws"
- ○ None of the above

No, the answer is incorrect.
Score: 0

Accepted Answers:
"throw" is used to explicitly throw an exception and "throws" is used to declare an exception

45) Which of the following statements are false?   *1 point*

- ○ Multiple activities can be running at a given point in time
- ○ Only one activity can be running at a given point in time
- ○ ContentProvider connects code running in one process to data in another process
- ○ A and C

No, the answer is incorrect.
Score: 0

Accepted Answers:
Multiple activities can be running at a given point in time

46) Which of the following statements are true?   *1 point*

- ○ The receiver type is mentioned by the sender in an explicit intent
- ○ Activity is always stopped before being destroyed
- ○ When an activity is in stopped state, it does nothing
- ○ All statements are false

No, the answer is incorrect.
Score: 0

Accepted Answers:
All statements are false

47) Which of the following are true about interfaces in Android?   *1 point*

- An interface has a constructor
- An interface cannot be instantiated
- Interface exists in the layout.xml file
- All statements are true

No, the answer is incorrect.
Score: 0

Accepted Answers:
An interface cannot be instantiated

48) What will happen if you have an infinite loop running in your application?   *1 point*

- Phone will shut down
- App will crash immediately
- The app will freeze and crash after sometime
- Android will not let the loop run

No, the answer is incorrect.
Score: 0

Accepted Answers:
The app will freeze and crash after sometime

49) Which of the following statements are true about intents?   *1 point*

- Intents are used for starting new activities and services
- Intents are asynchronous
- A and B
- None of the above

No, the answer is incorrect.
Score: 0

Accepted Answers:
A and B

50) What will happen if you use ListView and keep increasing the size of the list?   *1 point*

- Nothing, app will work fine
- App will become slow eventually
- Android OS will crash
- None of the above

No, the answer is incorrect.
Score: 0

Accepted Answers:
App will become slow eventually

51) How many types of orientations (like landscape and horizontal) does Android Support?   *1 point*

- 2
- 3
- 4
- 1

No, the answer is incorrect.
Score: 0

Accepted Answers:
4

52) Which of the following statements is false?   *1 point*

- App permissions are contained in the Android Manifest
- The layout.xml file contains strings used in the app
- The layout.xml file contains the code which is used to run the app

○ B and C

No, the answer is incorrect.
Score: 0

Accepted Answers:
B and C

53) Is it possible to have an Activity without UI in Android?   *1 point*

○ Yes, it is possible!

○ No, it cannot be done because all activities need to have a UI compulsorily

○ Sometimes possible, sometimes not possible

○ None of the above

No, the answer is incorrect.
Score: 0

Accepted Answers:
Yes, it is possible!

54) After an application is installed, where is it stored?   *1 point*

○ External memory

○ Sandbox

○ Internal memory

○ Phone database

No, the answer is incorrect.
Score: 0

Accepted Answers:
Sandbox

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