



# A SS OCIATE-ANDROID-DEVELOPER<sup>Q&As</sup>

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### QUESTION 1

In application theme style, flag `windowActionBar ()` indicates:

- A. whether the given application component is available to other applications.
- B. whether action modes should overlay window content when there is not reserved space for their UI (such as an Action Bar).
- C. whether this window's Action Bar should overlay application content.
- D. whether this window should have an Action Bar in place of the usual title bar.

Correct Answer: D

Reference:

<https://developer.android.com/guide/topics/ui/look-and-feel/themes>

<https://developer.android.com/reference/android/R.styleable.html>

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### QUESTION 2

What is the placeholder tag used for?

- A. To mark text that should not be translated.
- B. To raise a translation priority to a higher level
- C. To raise a quantity of translations for the string
- D. To pick up and move string translation from a different resource file

Correct Answer: A

Reference: <https://developer.android.com/guide/topics/resources/localization>

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### QUESTION 3

If constant `LENGTH_INDEFINITE` is used as a parameter for the `setDuration` method in `Snackbar`, what will happen?

- A. The `Snackbar` will be displayed for a short period of time.
- B. The `Snackbar` will be displayed for a long period of time.
- C. The `Snackbar` will be displayed for a very long period of time.
- D. The `Snackbar` will be displayed from the time that is shown until either it is dismissed, or another `Snackbar` is shown.
- E. The constant `LENGTH_INDEFINITE` is impossible parameter for the `setDuration` method in `Snackbar`

Correct Answer: D



Reference: [https://developer.android.com/reference/com/google/android/material/snackbar/BaseTransientBottomBar#LENGTH\\_INDEFINITE](https://developer.android.com/reference/com/google/android/material/snackbar/BaseTransientBottomBar#LENGTH_INDEFINITE) <https://developer.android.com/guide/topics/ui/notifiers/toasts>  
<https://developer.android.com/training/snackbar/action>

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#### QUESTION 4

For example, we have a `BufferedReader` reader, associated with the `json` file through `InputStreamReader`. To get a file data we can do this:

A. `String line;try {while ((line = reader.readLine()) != null) {`

`builder.append(line);`

`}`

`JSONObject json = new JSONObject(builder.toString());`

`return json;`

`} catch (IOException | JSONException exception) {`

`exception.printStackTrace();`

`}`

B. `JSONObject line;try {while ((line = reader.readJSONObject ()) != null) {`

`builder.append(line);`

`}`

`JSONObject json = new JSONObject(builder.toString());`

`return json;`

`} catch (IOException | JSONException exception) {`

`exception.printStackTrace();`

`}`

C. `String line;try {while ((line = reader.readLine()) != null) {`

`builder.append(line);`

`}`

`JSONObject json = new JSONObject(builder.toString());`

`return json;`

`} catch (RuntimeException|ArrayIndexOutOfBoundsException exception) {`

`exception.printStackTrace();`



```
}
```

Correct Answer: A

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#### QUESTION 5

The Log class allows you to create log messages that appear in logcat. Generally, you could use the following log methods: (Choose five.)

- A. Log.e(String, String) (error)
- B. Log.a(String, String) (all outputs)
- C. Log.w(String, String) (warning)
- D. Log.i(String, String) (information)
- E. Log.q(String, String) (questions)
- F. Log.d(String, String) (debug)
- G. Log.v(String, String) (verbose)

Correct Answer: ACDFG

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