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QUESTION 1

Relative positioning is one of the basic building blocks of creating layouts in ConstraintLayout. Constraints allow you to position a given widget relative to another one. What constraints do not exist?

- A. layout_constraintBottom_toBottomOf
- B. layout_constraintBaseline_toBaselineOf
- C. layout_constraintBaseline_toStartOf
- D. layout_constraintStart_toEndOf

Correct Answer: C

Reference: <https://developer.android.com/reference/androidx/constraintlayout/widget/ConstraintLayout>

QUESTION 2

To handle an options menu item click in an activity, we usually should override method named:

- A. onKey
- B. onClick
- C. onOptionsItemSelected

Correct Answer: C

Reference: <https://developer.android.com/guide/topics/ui/menus>

QUESTION 3

What method should we use with Notification.Builder to supply a PendingIntent to be sent when the notification is clicked?

- A. setContentInfo
- B. setContentIntent
- C. setDeleteIntent

Correct Answer: B

Reference:

<https://developer.android.com/training/notify-user/build-notification>

QUESTION 4



When scheduling unique work, you must tell WorkManager what action to take when there is a conflict. You do this by passing an enum when enqueuing the work. For one-time work, you provide an ExistingWorkPolicy, which supports some options for handling the conflict. (Choose four.)

- A. REPLACE (existing work with the new work. This option cancels the existing work)
- B. KEEP (existing work and ignore the new work)
- C. APPEND (the new work to the end of the existing work. This policy will cause your new work to be chained to the existing work, running after the existing work finishes)
- D. APPEND_OR_REPLACE (functions similarly to APPEND, except that it is not dependent on prerequisite work status. If the existing work is CANCELLED or FAILED, the new work still runs)
- E. APPEND_OR_KEEP (functions similarly to APPEND, except that it is not dependent on prerequisite work status. If the existing work is CANCELLED or FAILED, the new work still not runs)
- F. APPEND_AND_RUN (functions similarly to APPEND, except that it is not dependent on prerequisite work status. If the existing work is PAUSED, the new work still runs)
- G. DESTROY (if any work exists, the new work will be ignored)
- H. APPEND_OR_DESTROY (if no any work exists, the new work will be ignored)

Correct Answer: ABCD

Videos:

1.

Working with WorkManager, from the 2018 Android Dev Summit

2.

WorkManager: Beyond the basics, from the 2019 Android Dev Summit

Reference: <https://developer.android.com/reference/androidx/work/WorkManager?hl=en>

QUESTION 5

What happens when you create a DAO method and annotate it with @Insert?

Example:

@Dao

```
interface MyDao { @Insert(onConflict = OnConflictStrategy.REPLACE) fun insertUsers(vararg users: User)
}
```

- A. Room generates an implementation that inserts all parameters into the database in a single transaction.
- B. Room modifies a set of entities, given as parameters, in the database. It uses a query that matches against the primary key of each entity.



C. Room removes a set of entities, given as parameters, from the database. It uses the primary keys to find the entities to delete.

Correct Answer: A

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