Electrical and Computer Engineering Department
ENCS515, Advanced Computer Systems Engineering laboratory

Final Exam

Name: _____   ID: _____

Q1. True or False (14 marks)

1- Animation class is used to hold an animation which is loaded in it from the anim folder of resource directory. **TRUE**

2- Android is a high level programing language. **FALSE**

3- You can use Shared Preferences to support interaction between any of the application components available on an Android device, but you should aware that they're part of the same application. **FALSE**

4- Service may have a visual user interface, and runs in the background for an indefinite period of time. **FALSE**

5- Android provides a lightweight relational database for each application using SQLite. Your applications can take advantage of the managed relational database engine to store data securely and efficiently. **TRUE**

6- In order to perform animation in android , we are going to call a static function loadAnimation() of the class AnimationUtils. **TRUE**

7- The following code has no errors
```
Button cancelButton = (Button) findViewById(R.id.cancel_button);
cancelButton.setOnClickListener(new View.OnClickListener() {
public void onClick(View view) {
}
});
```
TRUE

8- Content Providers Lets your applications share data between applications. **TRUE**

9- Tween animation is series of frames is drawn one after the other at regular. **FALSE**

10- The process of deciding which Activity to start is called Intent resolution. The aim of Intent resolution is to find the best Intent Filter match possible. **TRUE**

11- To get information from Shared Preference, You have to use the SharedPreferences.Editor class **FALSE**

The following code has no errors

12-   public class MyActivity {
    @Override
    public void onCreate(Bundle icicle) {
     super.onCreate(icicle);
    }   **FALSE**
    }

13. Applications can initiate broadcasts to let other applications know that some data has been downloaded to the device and is available for them to use, so this is broadcast receiver who will intercept this communication and will initiate appropriate action.**TRUE**

14. Resources are external elements, such as strings, constants, drawable pictures and external java files. **TRUE**

1	2	3	4	5	6	7	8	9	10	11	12	13	14

Q2. Multiple Choice (7 marks)

1-Consider the following code

```
<LinearLayout
xmlns:android="http://schemas.android.com/apk/res/android"
android:orientation="horizontal" android:layout_width="fill_parent"
android:layout_height="fill_parent">

<fragment
class="com.oreilly.demo.android.ch085.contactviewer.DateTime" android:id="@+id/date_time"
android:layout_width="fill_parent" android:layout_height="fill_parent"
/>
</LinearLayout>
```

A-Fragment Date Time will be added to a Linear Layout dynamically.
B-Fragment Date Time will be added to a Relative Layout dynamically.
C-Fragment Date Time will be added to a Linear Layout statically.
D-Fragment Date Time will be added to a Relative Layout statically.

2. When is the intent resolution process triggered?
A. When the system receives an implicit intent to start an activity.
B. When an explicit intent starts a service.

C. When the system receives an explicit intent to start an activity.
D. When the application calls method startAcitivyIntentResolution.

3. What is the name of the folder that contains the R.java file?
A. src
B. res
C. bin
D. gen

4. What does the src folder contain?
A. Image and icon files
B. XML resource files
C. The application manifest file
D. Java source code files

5. Which of the following is NOT a valid usage for Intents?
A. Activate and Activity
B. Activate a Service
C. Activate a Broadcast receiver
D. Activate a SQLite DB Connectio

6. What is an anonymous class in android?
A - Interface class
B - A class that does not have a name but have functionalities in it
C - Java class
D - Manifest file

7. What is an HTTP client class in android?
A - httprequest(get/post) and returns response from the server
B - Cookies management
C - Authentication management
D - None of the above

1	2	3	4	5	6	7

Q3. A

Is there any problem in the following code? If your answer is yes, what is the type of the error and try to fix it by a very simple modification. (3 marks)

```
1.      public class ExampleActivity extends Activity
implements OnClickListener {
2.      protected void onCreate(Bundle savedValues)
{ 3. ...
4.      Button button =
(Button)findViewById(R.id.corky);
5.      button.setOnClickListener(this);
6. }


7.   // Implement the OnClickListener callback
8.   public void onClick(View v) {
9.   for(int i=0;i<10;i++)
10.  {
11.  for(int j=0;j<10;i++)
12.  {}
13.  }
14.  }
15.  }
```

Answer:

1-YES/NO (circle the correct answer)

2-Type of the error __RUNTIME_____

3-fix _for(int j=0;j<10;j++)_____

Q3. B

Is there any problem in the following code? If your answer is yes, fix it. (2 marks)

Note: suppose you have ActivityTwo in your project

Intent i = new Intent(getApplicationContext(), ActivityTwo.class);

startActivity(i);

Answer:

1-YES/NO (circle the correct answer)

2-fix _____