

Solutions Manual for Android App Development 1st Franceschi

SOLUTIONS MANUAL SAMPLE PREVIEW

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RESOURCE TYPE

Solutions Manual

1.8 Exercises, Problems, and Projects

1.8.1 Multiple Choice Exercises

1. AVD stands for

- ☐ Android Virtual Device

2. XML stands for

- ☐ eXtensible Markup Language

3. Mark the following XML snippets **valid** or **invalid**

- ☐ `<a>hello</a>`
- ☐ `</b>Hello<b>`
- ☐ `<c digit = "6"></c>`
- ☐ `<d>He there</e>`
- ☐ `<f letter = "Z"/>`
- ☐ `<l digit = "8">one</l>`
- ☐ `<g digit1 = "1" digit2 = "2"></g>`
- ☐ `<h><i name = "Chris"></i></h>`
- ☐ `<j><k name = "Jane"></j>`
- ☐ `<l><m name = "Mary"></l></m>`

4. What is the name of the string that is defined by the following XML snippet inside strings.xml

```
<string name="abc">Hello</string>
```

- ☐ abc

5. What is the value of the string that is defined by the following XML snippet inside strings.xml

```
<string name="abc">Hello</string>
```

- ☐ Hello

6. What will be the text displayed inside the TextView widget defined by the following XML snippet inside activity_main.xml

<TextView

```
    android:layout_width="match_parent"
    android:layout_height="wrap_content"
    android:text="@string/hi" />
```

- ❑ the value of the string hi as defined in strings.xml

7. The AppCompatActivity class is found in the package

- ❑ android.support.v7.app

8. The AppCompatActivity class is a subclass of the Activity class

- ❑ true

1.8.2 Fill in the Code

9. Inside the XML snippet below activity_main.xml, add a line of XML so that the text displayed in the text field will be the value of the string book (assume that the string book has been defined in strings.xml)

```
<TextView
    android:layout_width="fill_parent"
    android:layout_height="wrap_content"
    android:text="@string/book"

/>
```

10. Inside the onCreate method, fill in the code so that we set the layout and GUI defined in activity_main.xml

```
public void onCreate( Bundle savedInstanceState )
{
    super.onCreate( savedInstanceState );
    // Your code goes here
    setContentView( R.layout.activity_main );
}
```