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Associate-Android-Developer

Google Developers Certification - Associate Android Developer (Kotlin and Java Exam)

Questions And Answers PDF Format:

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Version = Product



Latest Version: 7.0

Question: 1

What is a correct part of an Implicit Intent for sharing data implementation?

- A. `val sendIntent = Intent(this, UploadService::class.java).apply { putExtra(Intent.EXTRA_TEXT, textMessage)`
...
- B. `val sendIntent = Intent().apply { type = Intent.ACTION_SEND;`
...
- C. `val sendIntent = Intent(this, UploadService::class.java).apply { data = Uri.parse(fileUrl)`
...
- D. `val sendIntent = Intent().apply { action = Intent.ACTION_SEND`
...

Answer: D

Explanation:

Create the text message with a string

```
val sendIntent = Intent().apply { action = Intent.ACTION_SEND  
    putExtra(Intent.EXTRA_TEXT, textMessage) type = "text/plain"  
}
```

Reference:

<https://developer.android.com/guide/components/fundamentals>

Question: 2

By default, the notification's text content is truncated to fit one line. If you want your notification to be longer, for example, to create a larger text area, you can do it in this way:

- A. `var builder = NotificationCompat.Builder(this, CHANNEL_ID)`
`.setContentText("Much longer text that cannot fit one line...")`
`.setStyle(NotificationCompat.BigTextStyle()`
`.bigText("Much longer text that cannot fit one line..."))`
...
- B. `var builder = NotificationCompat.Builder(this, CHANNEL_ID)`
`.setContentText("Much longer text that cannot fit one line...")`
`.setLongText("Much longer text that cannot fit one line..."))`
...
- C. `var builder = NotificationCompat.Builder(this, CHANNEL_ID)`
`.setContentText("Much longer text that cannot fit one line...")`
`.setTheme(android.R.style.Theme_LongText);`
...

Answer: A

Reference:

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

Question: 3

Select correct demonstration of WorkRequest cancellation.

- A. `workManager.enqueue(OneTimeWorkRequest.Builder(FooWorker::class.java).build())`
- B. `val request: WorkRequest = OneTimeWorkRequest.Builder (FooWorker::class.java).build()`
`workManager.enqueue(request)`
`val status = workManager.getWorkInfoByIdLiveData(request.id) status.observe(...)`
- C. `val request: WorkRequest = OneTimeWorkRequest.Builder (FooWorker::class.java).build()`
`workManager.enqueue(request) workManager.cancelWorkById(request.id)`
- D. `val request1: WorkRequest = OneTimeWorkRequest.Builder (FooWorker::class.java).build()`
`val request2: WorkRequest = OneTimeWorkRequest.Builder (BarWorker::class.java).build()`
`val request3: WorkRequest = OneTimeWorkRequest.Builder (BazWorker::class.java).build()`
`workManager.beginWith(request1, request2).then(request3).enqueue()`
- E. `val request: WorkRequest = OneTimeWorkRequest.Builder (FooWorker::class.java).build()`
`workManager.enqueue(request) workManager.cancelWork(request)`

Answer: C

Explanation: Videos:

Working with WorkManager, from the 2018 Android Dev Summit WorkManager: Beyond the basics, from the 2019 Android Dev Summit

Reference:

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

Question: 4

In general, you should send an AccessibilityEvent whenever the content of your custom view changes. For example, if you are implementing a custom slider bar that allows a user to select a numeric value by pressing the left or right arrows, your custom view should emit an event of type TYPE_VIEW_TEXT_CHANGED whenever the slider value changes. Which one of the following sample codes demonstrates the use of the `sendAccessibilityEvent()` method to report this event.

- A.

```
override fun dispatchPopulateAccessibilityEvent(event: AccessibilityEvent): Boolean {
    return super.dispatchPopulateAccessibilityEvent(event).let { completed -> if (text?.isNotEmpty() == true)
    {
        event.text.add(text) true
    } else {
        completed
    }
}
```

```
}  
}  
B. override fun onKeyUp(keyCode: Int, event: KeyEvent): Boolean { return when(keyCode) {  
KeyEvent.KEYCODE_DPAD_LEFT -> {  
    currentValue--  
    sendAccessibilityEvent(AccessibilityEvent.TYPE_VIEW_TEXT_CHANGED)  
    true  
}  
...  
}  
}  
C. override fun onKeyUp(keyCode: Int, event: KeyEvent): Boolean { return when(keyCode) {  
KeyEvent.KEYCODE_ENTER -> {  
    currentValue--  
    sendAccessibilityEvent  
    (AccessibilityEvent.TYPE_VIEW_CONTEXT_CLICKED)  
    true  
}  
...  
}  
}
```

Answer: B

Reference: <https://developer.android.com/guide/topics/ui/accessibility/custom-views>

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