

KillTest

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練習問題

<https://www.killtest.jp>

1年間無料アップデート

Exam : Associate Android Developer

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

Version : DEMO

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>

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

Explanation:

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

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.getWorkInfoByLiveData(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>

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?.isEmpty() == 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

Explanation:

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

5.The easiest way of adding menu items (to specify the options menu for an activity) is inflating an XML file into the Menu via MenuInflater.

With menu_main.xml we can do it in this way:

```
A. override fun onCreateOptionsMenu(menu: Menu): Boolean {  
    menuInflater.inflate(R.menu.menu_main, menu)  
    return true  
}  
B. override fun onOptionsItemSelected(item: MenuItem): Boolean  
{ menuInflater.inflate(R.menu.menu_main, menu) return super.onOptionsItemSelected(item) }  
C.  override fun onCreate(savedInstanceState: Bundle?) { super.onCreate(savedInstanceState)  
    setContentView(R.menu.menu_main)  
}
```

Answer: A

Explanation:

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