Free Questions for AND-801 by certsinside

Shared by Berry on 07-06-2022

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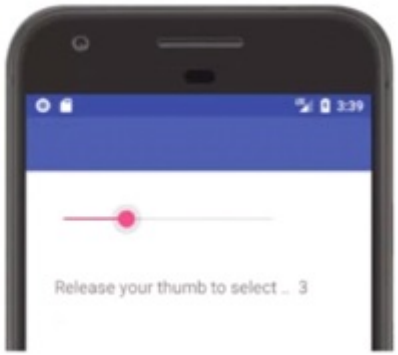
Question 1

Question Type: MultipleChoice

The following images include an Android code for SeekBar (id: MyseekBar) and one state of its operation. What does "Result" represent in this code?

```
class MainActivity : AppCompatActivity() {
    lateinit var slider: SeekBar
    lateinit var value: TextView
    override fun onCreate(savedInstanceState: Bundle?) {
        super.onCreate(savedInstanceState)
        setContentView(R.layout.activity_main)
        slider=MyseekBar
        value=Result
        slider.setOnSeekBarChangeListener(object :SeekBar.OnSeekBarChangeListener{
            override fun onProgressChanged(seekBar: SeekBar?, progress: Int, fromUser: Boolean) {
                value.text="Release your thumb to select .. "+progress.toString()
            }
            override fun onStartTrackingTouch(seekBar: SeekBar?) {
                value.text="Tracking Started ......" + slider.progress
            }
            override fun onStopTrackingTouch(seekBar: SeekBar?) {
                value.text="Thank you for selecting " + slider.progress
            }
        })
    }
}
```



Options:

A) Result is the seekbar id.

B) No any role for Result in this code.

C) Result is the id of TextView widget which will show the result messages of SeekBar operation.

D) Result is the maximum value of SeekBar steps that can be moved.

Answer:

C

Question 2

Question Type: **MultipleChoice**

The following image includes Android code for an app that contains a button with an id : "Downloadbutton". When the app user clicks this button, a progress bar with id: "progressBar" will show up. What will happen if you change *'rate+=10" illustrated with green underlined text to "rate+=50"?

```
class MainActivity : AppCompatActivity() {
  var progressBarStatus =0
  var rate =0
  override fun onCreate(savedInstanceState: Bundle?) {
      super.onCreate(savedInstanceState)
      setContentView(R.layout.activity_main)

      Downloadbutton.setOnClickListener { view ->
          Thread(Runnable {
              while (progressBarStatus < 100) {
                  try {
                      rate += 10

                      Thread.sleep( millis: 500)
                  }
                  catch (e: InterruptedException) {
                      e.printStackTrace()
                  }
                  progressBarStatus = rate
                  progressBar.progress = progressBarStatus
              }
              progressBar.setVisibility(ProgressBar.INVISIBLE)
          }).start()
      }}
}
```

Options:

A) No any change m progress bar work.

B) The progress bar will finish within two steps only.

C) You will get error and the app will not work.

D) The progress bar will work before slowly than before.

Answer:

B

Question 3

Question Type: **MultipleChoice**

The following image includes Android code for an app that contains a button with an id : "Downloadbutton". When the app user clicks this button, a progress bar with id: "progressBar" will show up. What will happen if you change *'rate+=10" illustrated with green underlined text to "rate+=50"?

```
class MainActivity : AppCompatActivity() {
  var progressBarStatus =0
  var rate =0
  override fun onCreate(savedInstanceState: Bundle?) {
      super.onCreate(savedInstanceState)
      setContentView(R.layout.activity_main)

      Downloadbutton.setOnClickListener { view ->
          Thread(Runnable {
              while (progressBarStatus < 100) {
                  try {
                      rate += 10

                      Thread.sleep( millis: 500)
                  }
                  catch (e: InterruptedException) {
                      e.printStackTrace()
                  }
                  progressBarStatus = rate
                  progressBar.progress = progressBarStatus
              }
              progressBar.setVisibility(ProgressBar.INVISIBLE)
          }).start()
      }}
}
```

Options:

A) No any change m progress bar work.

B) The progress bar will finish within two steps only.

C) You will get error and the app will not work.

D) The progress bar will work before slowly than before.

Answer:

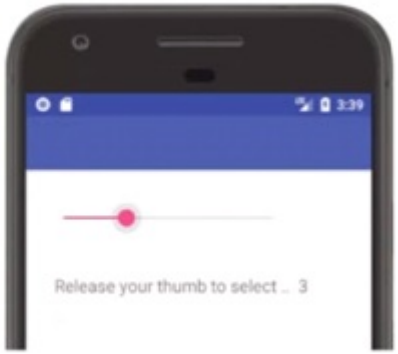
B

Question 4

Question Type: **MultipleChoice**

The following images include an Android code for SeekBar (id: MyseekBar) and one state of its operation. What does "Result" represent in this code?

```
class MainActivity : AppCompatActivity() {
   lateinit var slider: SeekBar
   lateinit var value: TextView
   override fun onCreate(savedInstanceState: Bundle?) {
       super.onCreate(savedInstanceState)
       setContentView(R.layout.activity_main)
       slider=MyseekBar
       value=Result
       slider.setOnSeekBarChangeListener(object :SeekBar.OnSeekBarChangeListener{
           override fun onProgressChanged(seekBar: SeekBar?, progress: Int, fromUser: Boolean) {
               value.text="Release your thumb to select .. "+progress.toString()
           }
           override fun onStartTrackingTouch(seekBar: SeekBar?) {
               value.text="Tracking Started ....." + slider.progress
           }
           override fun onStopTrackingTouch(seekBar: SeekBar?) {
               value.text="Thank you for selecting " + slider.progress
           }
       })
   }
}
```



Options:

A) Result is the seekbar id.

B) No any role for Result in this code.

C) Result is the id of TextView widget which will show the result messages of SeekBar operation.

D) Result is the maximum value of SeekBar steps that can be moved.

Answer:

C

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