Android App Development 1st edition Franceschi Solutions Manual

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Chapter 1

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
   - Hello
   - <c digit = "6"></c>
   - <d>He there</e>
   - <f letter = 'Z"/>
   - <1 digit = "8">one</1>
   - <g digit1 = "1" digit2 = “2”></g>
   - <h></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

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<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 );

}
```


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