

# IT-DUMPS Q&A

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**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.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>

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>