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QUESTION 1

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
```

```
    }
```

```
    ...
```

```
}  
  
}
```

Correct Answer: B

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

QUESTION 2

If you want to access a specific UI component in an app, use the `UiSelector` class. This class represents a query for specific elements in the currently displayed UI. What is correct about it? (Choose two.)

- A. If more than one matching element is found, the first matching element in the layout hierarchy is returned as the target `UiObject`.
- B. If no matching UI element is found, an `IOException` is thrown.
- C. If more than one matching element is found, the last matching element in the layout hierarchy is returned as the target `UiObject`.
- D. If no matching UI element is found, a `UiAutomatorObjectNotFoundException` is thrown.

Correct Answer: AD

QUESTION 3

What public methods are there in `android.widget.Toast.Callback`? (Choose two.)

- A. `onDismissed()`
- B. `onToastHidden()`
- C. `onShown()`
- D. `onToastShown()`
- E. `onToastCancelled()`

Correct Answer: BD

Reference:

<https://developer.android.com/guide/topics/ui/notifiers/toasts> <https://developer.android.com/training/snackbar/action>

QUESTION 4

To build a debug APK, you can open a command line and navigate to the root of your project directory. To initiate a debug build, invoke the `assembleDebug` task:

```
gradlew assembleDebug
```

This creates an APK named [module_name]-debug.apk in [project_name]/[module_name]/build/outputs/apk/

Select correct statements about generated file. (Choose all that apply.)

- A. The file is already signed with the debug key
- B. The file is already aligned with zipalign
- C. You can immediately install this file on a device.

Correct Answer: ABC

Reference: <https://developer.android.com/studio/run>

QUESTION 5

SharedPreferences.Editor is an interface used for modifying values in a SharedPreferences object. All changes you make in an editor are batched, and not copied back to the original SharedPreferences until you call:

- A. commit()
- B. apply() C. commit() or apply()

Correct Answer: C

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