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QUESTION 1

Correct Answer: A

For example, we have a BufferedReader reader, associated with the json file through InputStreamReader. To get a file data we can do this:

```
A. String line;try {while ((line = reader.readLine()) != null) {
builder.append(line);
}
JSONObject json = new JSONObject(builder.toString());
return json;
} catch (IOException | JSONException exception) {
exception.printStackTrace();
}
B. JSONObject line;try {while ((line = reader.readJSONObject ()) != null) {
builder.append(line);
}
JSONObject json = new JSONObject(builder.toString());
return json;
} catch (IOException | JSONException exception) {
exception.printStackTrace();
}
C. String line;try {while ((line = reader.readLine()) != null) {
builder.append(line);
}
JSONObject json = new JSONObject(builder.toString());
return json;
} catch (RuntimeException|ArrayIndexOutOfBoundsException exception) {
exception.printStackTrace();
}
```

QUESTION 2

Which statement is most true about layout_constraintLeft_toRightOf and layout_constraintStart_toEndOf constraints?

- A. layout_constraintLeft_toRightOf is equal to layout_constraintStart_toEndOf in any case
- B. layout_constraintLeft_toRightOf is equal to layout_constraintStart_toEndOf in case if user choose a language that uses right-to-left (RTL) scripts, such as Arabic or Hebrew, for their UI locale
- C. layout_constraintLeft_toRightOf is equal to layout_constraintStart_toEndOf in case if user choose a language that uses left-to-right (LTR) scripts, such as English or French, for their UI locale
- D. layout_constraintLeft_toRightOf works with horizontal axes and layout_constraintStart_toEndOf works with vertical axes

Correct Answer: C

Reference: https://developer.android.com/training/basics/supporting-devices/languages

QUESTION 3

By adding a RoomDatabase.Callback to the room database builder RoomDatabase.Builder (method addCallback(RoomDatabase.Callback callback)), we can: (Choose two.)

- A. set the database factory
- B. handle database first time creation
- C. handle database opening
- D. disable the main thread query check for Room

Correct Answer: BC

QUESTION 4

SharedPreferences.Editor is an interface used for modifying values in a SharedPreferences object. To mark in the editor that a preference value should be removed, which will be done in the actual preferences once commit() or apply() is called, what method in SharedPreferences.Editor should we use?

- A. delete(String key)
- B. clear()
- C. remove(String key)
- D. removeAll()

Correct Answer: B



clear() method marks in the editor to remove ALL values from the preferences. Once commit is called, the only remaining preferences will be any that you have defined in this editor. And no delete and removeAll method exists in SharedPreferences.Editor

QUESTION 5

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

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