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Question No. 1

Select correct statements about Hardware Abstraction Layer (HAL). (Choose two.)

- **A.** The HAL provides standard interfaces that expose device hardware capabilities to the higher-level Java API framework.
- **B.** The HAL function both as apps for users and to provide key capabilities that developers can access from their own app. For example, if your app would like to deliver an SMS message, you don't need to build that functionality yourself -- you can instead invoke whichever SMS app is already installed to deliver a message to the recipient you specify
- **C.** The HAL consists of multiple library modules, each of which implements an interface for a specific type of hardware component, such as the camera or bluetooth module. When a framework API makes a call to access device hardware, the Android system loads the library module for that hardware component.
- **D.** Using a HAL, not using a Linux kernel, allows Android to take advantage of key security features and allows device manufacturers to develop hardware drivers for a well-known kernel. Section: JAVA only Explanation

Answer: A, C

Question No. 2

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

Question No. 3

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

Question No. 4

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

Question No. 5

Assume that an app includes a default set of graphics and two other sets of graphics, each optimized for a different device setup:

res/drawable/

Contains default graphics. res/drawable-small-land-stylus/

Contains graphics optimized for use with a device that expects input from a stylus and has a QVGA low- density screen in landscape orientation.

res/drawable-ja/

Contains graphics optimized for use with Japanese.

What happens if the app runs on a device that is configured to use Japanese and, at the same time, the device happens to be one that expects input from a stylus and has a QVGA low-density screen in landscape orientation?

- **A.** Android loads graphics from res/drawable/
- **B.** Android loads graphics from res/drawable-small-land-stylus/
- **C.** Android loads graphics from res/drawable-ja/

Answer: C

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