**Chapter 2 eBook Quiz**

**Fill-in-the-Blank**

1. If we want to handle persistent data in an app, we can use the Model View Controller \_\_\_\_\_\_\_\_\_\_\_\_ architecture.

<Answer: Store>

<Complexity: Easy>

<A-Head: Model-View-Controller Architecture>

<Subject: Chapter 2>

**True/False**

2. A Model can be used only in Android apps, not in other Java applications.

<Answer: False>

<Complexity: Easy>

<A-Head: The Model>

<Subject: Chapter 2>

**Fill-in-the-Blank**

3. The class that renders a keyboard is \_\_\_\_\_\_\_\_\_\_\_\_.

<Answer: KeyboardView>

<Complexity: Moderate>

<A-Head: GUI Components>

<Subject: Chapter 2>

**Fill-in-the-Blank**

4. Two constants that can be used as values of android:layout\_width and android:layout\_height are \_\_\_\_\_\_\_\_\_\_\_\_ and \_\_\_\_\_\_\_\_\_\_\_\_.

<Answer 1: MATCH\_PARENT>

<Alternate answer 1: WRAP\_CONTENT>

<Answer 2: WRAP\_CONTENT>

<Alternate answer 2: MATCH\_PARENT>

<Complexity: Moderate>

<A-Head: RelativeLayout, TextField, EditText, and Button: Tip Calculator, Version 0>

<Subject: Chapter 2>

**Fill-in-the-Blank**

5. To position Views relative to each other, we can use a(n) \_\_\_\_\_\_\_\_\_\_\_\_ (layout manager).

<Answer: RelativeLayout>

<Complexity: Moderate>

<A-Head: RelativeLayout, TextField, EditText, and Button: Tip Calculator, Version 0>

<Subject: Chapter 2>

**True/False**

6. It is possible to specify the transparency of a View.

<Answer: True>

<Complexity: Easy>

<A-Head: GUI Components and More XML Attributes: Tip Calculator, Version 1>

<Subject: Chapter 2>

**True/False**

7. A style can inherit from another style.

<Answer: True>

<Complexity: Easy>

<A-Head: Styles and Themes: Tip Calculator, Version 2>

<Subject: Chapter 2>

**Fill-in-the-Blank**

8. In order to retrieve a View that has been given an id, we use the \_\_\_\_\_\_\_\_\_\_\_\_ method.

<Answer: findViewById>

<Complexity: Moderate>

<A-Head: Events and Simple Event Handling: Coding the Controller, Tip Calculator, Version 3>

<Subject: Chapter 2>

**True/False**

9. A CharSequence can be converted to a String by calling its toString method.

<Answer: True>

<Complexity: Easy>

<A-Head: Events and Simple Event Handling: Coding the Controller, Tip Calculator, Version 3>

<Subject: Chapter 2>

**Fill-in-the-Blank**

10. In order to register a TextWatcher on a GUI component, we call the \_\_\_\_\_\_\_\_\_\_\_\_ method.

<Answer: addTextChangedListener>

<Complexity: Difficult>

<A-Head: More Event Handling: Tip Calculator, Version 4>

<Subject: Chapter 2>