



# A SS OCIATE-ANDROID-DEVELOPER<sup>Q&As</sup>

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### QUESTION 1

As an example. In an Activity we have our TimerViewModel object (extended ViewModel), named mTimerViewModel. mTimerViewModel.timer method returns a LiveData value. What can be a correct way to set an observer to change UI in case if data was changed?

- A. mTimerViewModel!!.timer.value.toString().observe (Observer { aLong -> callAnyChangeUIMethodHere(aLong!!) })
- B. mTimerViewModel!!.timer.observe (this, Observer { aLong -> callAnyChangeUIMethodHere(aLong!!) })
- C. mTimerViewModel.observe (Observer { aLong -> callAnyChangeUIMethodHere(aLong!!) })

Correct Answer: B

### QUESTION 2

An example. In our ViewModelFactory(that implements ViewModelProvider.Factory) we have an instance of our Repository, named mRepository. Our ViewModel has such constructor:

```
class MyViewModel(private val mRepository: MyRepository) : ViewModel() ...
```

Next, in our ViewModelFactory create ViewModel method (overriden) looks like this:

```
override fun create(modelClass: Class): T { return try { //MISSED RETURN VALUE HERE" } catch (e: InstantiationException) { throw RuntimeException("Cannot create an instance of $modelClass", e) } catch (e: IllegalAccessException) { throw RuntimeException("Cannot create an instance of $modelClass", e) } catch (e: NoSuchMethodException) { throw RuntimeException("Cannot create an instance of $modelClass", e) } catch (e: InvocationTargetException) { throw RuntimeException("Cannot create an instance of $modelClass", e) } }
```

What should we write instead of “//MISSED RETURN VALUE HERE”?

- A. modelClass.getConstructor().newInstance(mRepository)
- B. modelClass.getConstructor(MyRepository::class.java).newInstance()
- C. modelClass.getConstructor(MyRepository::class.java).newInstance(mRepository)

Correct Answer: C

### QUESTION 3

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



```
public boolean dispatchPopulateAccessibilityEvent(AccessibilityEvent event) {  
  
    boolean completed = super.dispatchPopulateAccessibilityEvent(event);  
  
    CharSequence text = getText();  
  
    if (!TextUtils.isEmpty(text)) {  
  
        event.getText().add(text);  
  
        return true;  
  
    }  
  
    return completed;  
  
}
```

```
B. @Override public boolean onKeyUp (int keyCode, KeyEvent event) {  
  
    if (keyCode == KeyEvent.KEYCODE_DPAD_LEFT) {  
  
        currentValue--;  
  
        sendAccessibilityEvent(AccessibilityEvent.TYPE_VIEW_TEXT_CHANGED);  
  
        return true;  
  
    }  
  
    ...  
  
}
```

```
C. @Override public boolean onKeyUp (int keyCode, KeyEvent event) {  
  
    if (keyCode == KeyEvent.KEYCODE_ENTER) {  
  
        currentValue--;  
  
        sendAccessibilityEvent(AccessibilityEvent.TYPE_VIEW_CONTEXT_CLICKED);  
  
        return true;  
  
    }  
  
    ...  
  
}
```

Correct Answer: B

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

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#### QUESTION 4

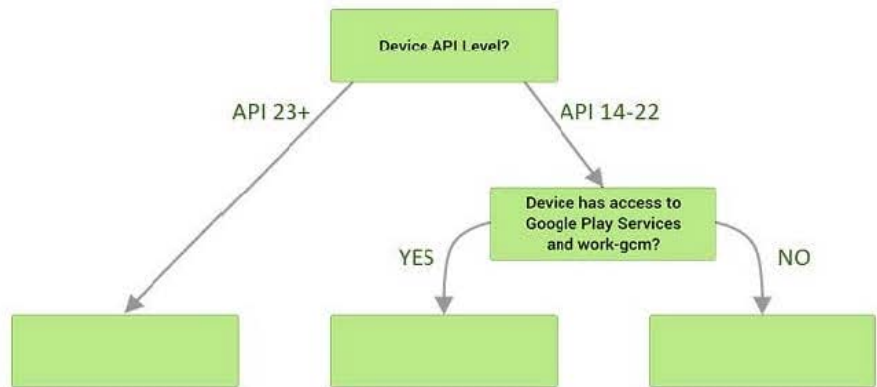


DRAG DROP

Under the hood WorkManager uses an underlying job dispatching service based on the following criteria. You need to move services to the correct places.

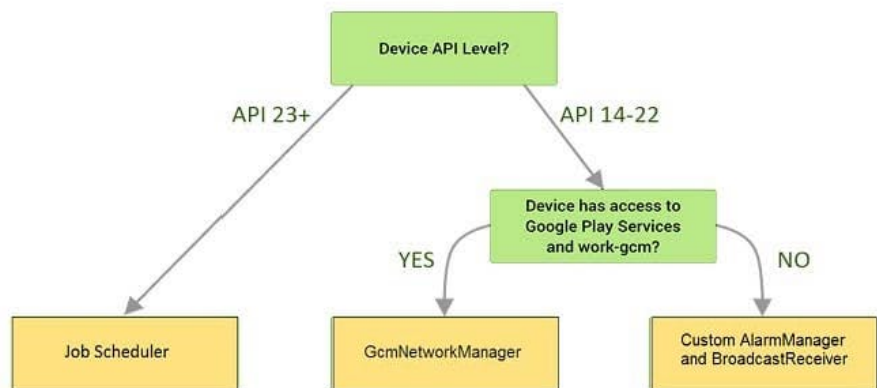
Select and Place:

- GcmNetworkManager
- Job Scheduler
- Custom AlarmManager and BroadcastReceiver



Correct Answer:

- 
- 
- 



Videos:

1.  
Working with WorkManager, from the 2018 Android Dev Summit
2.  
WorkManager: Beyond the basics, from the 2019 Android Dev Summit

Reference: <https://developer.android.com/reference/androidx/work/WorkManager?hl=en>

**QUESTION 5**

When your code execution reaches the breakpoint, Android Studio pauses execution of your app. You can then use the tools in the Debugger tab to identify the state of the app. With Step Over



you can

- A. examine the object tree for a variable; expand it in the Variables view.
- B. evaluate an expression at the current execution point
- C. advance to the next line in the code (without entering a method)
- D. advance to the first line inside a method call
- E. advance to the next line outside the current method
- F. continue running the app normally

Correct Answer: C

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