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## ASSOCIATE-ANDROID-DEVELOPER Exam

Google Developers Certification - Associate Android

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DEMO  
VERSION

(LIMITED CONTENT)

Questions  
& Answers

## Version: 5.0

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### Question: 1

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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`  
...

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**Answer: D**

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Explanation:

Create the text message with a string

```
val sendIntent = Intent().apply { action = Intent.ACTION_SEND  
    putExtra(Intent.EXTRA_TEXT, textMessage) type = "text/plain"  
}
```

Reference:

<https://developer.android.com/guide/components/fundamentals>

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### Question: 2

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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);  
 ...`

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**Answer: A**

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Reference:

<https://developer.android.com/training/notify-user/build-notification>

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**Question: 3**

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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)`

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**Answer: C**

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Explanation: Videos:

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

Reference:

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

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**Question: 4**

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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?.isEmpty() == 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  
    }  
    ...  
}  
}
```

---

**Answer: B**

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

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