

# 18 Lecture - CS410

## Important Mcqs

**\*\*Question 1:\*\***

**In Android app development, what is the primary purpose of using string resources?**

- A) Storing images
- B) Handling user inputs
- C) Localization and text management
- D) Creating animations

**\*\*Solution:\*\* C) Localization and text management**

**\*\*Question 2:\*\***

**Which XML file is commonly used to define string resources in an Android app?**

- A) `strings.xml`
- B) `layout.xml`
- C) `strings\_resources.xml`
- D) `text.xml`

**\*\*Solution:\*\* A) `strings.xml`**

**\*\*Question 3:\*\***

**What is the benefit of using string resources over hardcoding text directly in code?**

- A) String resources improve app performance
- B) String resources make the code shorter
- C) String resources allow for easy localization and updates
- D) String resources enable offline functionality

**\*\*Solution:\*\* C) String resources allow for easy localization and updates**

**\*\*Question 4:\*\***

**In Android, which resource is used to define the structure and content of app menus?**

- A) `layout.xml`
- B) `menu.xml`
- C) `string.xml`
- D) `menu\_layout.xml`

**\*\*Solution:\*\* B) `menu.xml`**

**\*\*Question 5:\*\***

**What is the purpose of using menu resources in Android apps?**

- A) Displaying images
- B) Handling user gestures
- C) Organizing navigation and actions
- D) Playing audio files

**\*\*Solution:\*\* C) Organizing navigation and actions**

**\*\*Question 6:\*\***

**In Android, how are string resources typically accessed in Java/Kotlin code?**

- A) Using the `R.layout` class
- B) Using the `R.menu` class
- C) Using the `R.string` class
- D) Using the `R.drawable` class

**\*\*Solution:\*\* C) Using the `R.string` class**

**\*\*Question 7:\*\***

**Which attribute is used in menu resources to associate an action with a menu item?**

- A) `click`
- B) `action`
- C) `id`
- D) `link`

**\*\*Solution:\*\* C) `id`**

**\*\*Question 8:\*\***

**What is the purpose of defining string resources for app labels and titles?**

- A) Enhance app security
- B) Improve app performance
- C) Enable text-to-speech functionality
- D) Facilitate consistent branding and localization

**\*\*Solution:\*\* D) Facilitate consistent branding and localization**

**\*\*Question 9:\*\***

**Which of the following is NOT a best practice when working with string resources?**

- A) Hardcoding all text directly in code
- B) Defining all app text in the `strings.xml` file
- C) Using string placeholders for dynamic content
- D) Providing translations for different languages

**\*\*Solution:\*\* A) Hardcoding all text directly in code**

**\*\*Question 10:\*\***

**What is the role of a string resource ID in Android development?**

- A) It specifies the size of the string
- B) It assigns a unique identifier to the string resource
- C) It controls the visibility of the string
- D) It defines the font style of the string

**\*\*Solution:\*\* B) It assigns a unique identifier to the string resource**