

## CS260 Midterm Review

- 1) What is the JDK? JRE? JVM? Dalvik? Bytecode? API? Java API? Android API?
- 2) What is the meaning of java HelloWorld
- 3) What is the meaning of javac HelloWorld.java
- 4) Identify as many unique things as possible about the following program

```
class Hello
{
    public static void main (String[] args)
    {
        System.out.println ("Hello World");
    }
}
```

- 5) State versus Behavior
- 6) Data encapsulation
- 7) Inheritance, Composition, Interface, Package
- 8) Fields, variables, instance variables, class variables, local variables, parameters
- 9) Primitive datatypes vs Objects
- 10) Reference, Runtime Stack, Heap, efficiency
- 11) Overloading, Overriding, signature
- 12) What is Android? Activity? Activity Lifecycle? Activity States? Activity methods we can override? Why?
- 13) View, widget, relationship of view and widget
- 14) View vs ViewGroup
- 15) What does setContentView do? How does it work?
- 16) Android's use of xml ... why? What is aapt? What is stored as compressed binary format? Why? What is inflated? Why? What is an attribute?
- 17) Common layouts.
- 18) What is an event? What is event-handling? Why do we need an OnClickListener?
- 19) Understand the class Button code.

20) Methods for handling an event. Be able to explain and draw pictures.

21) What is an intent? Why use an intent? How to pass info between Activities?

22) Binding, binding times