

CMSC 436 Quiz #10

April 25, 2013

Name: _____

Directory ID: _____

Problem 1

Describe the drawable animation written by following XML file[2pts]

```
<animation-list xmlns:android="http://schemas.android.com/apk/res/android"
    android:oneshot="false">
    <item android:drawable="@drawable/rocket_thrust1" android:duration="200" />
    <item android:drawable="@drawable/rocket_thrust2" android:duration="200" />
</animation-list>
```

Solution:

The animation loops with two frames.

Problem 2

When drawing 2D graphics, you'll typically do so in one of two ways: a) Draw your graphics or animations into a View object from your layout. 2) Draw your graphics directly to a Canvas. How do you choose according to different situations?[4pts]

Solution:

Drawing to a View is your best choice when you want to draw simple graphics that do not need to change dynamically and are not part of a performance-intensive game. Drawing to a Canvas, is better when your application needs to regularly re-draw itself. Applications such as video games should be drawing to the Canvas on its own.

Problem 3

Determine the correctness of following statements. [2pts]

✓	✗	Description
■	□	You can define an animation to change any object property over time, regardless of whether it draws to the screen or not.
□	■	The start() method called on the AnimationDrawable can be called during the onCreate() method of your Activity.