**CS345 Sample Test #2**

1. Compare the different approaches to user interface specification in Window Forms, Windows WPF, and Android Development.
	1. What are the advantages and disadvantages?
	2. What are their different approaches to layout management?
		1. What are the advantages/disadvantages?
2. Why doesn’t WPF have a function similar to the Windows Forms Invalidate() function?
3. What are “Resources?”
	1. What are the different types of resources?
	2. Why are the advantages of using resources?
4. Compare animations in Windows Forms and WPF.
5. Briefly describe the Model-View-Controller pattern. What are the advantages of using this pattern?
6. What are density-independent pixels? Why use them?
7. Briefly describe how memory allocation differs between C#/Java and C++.
	1. Allocate an Array or class in each language.
8. What is internationalization? How is this done in C# and Android?
9. What does it mean to “inflate” an Android resource?
10. What are the advantages of using XML based user-interfaces?
11. Briefly describe how you animated your chess piece in your android project.
12. Why do Android developers have to know about the Activity life cycle?
13. What is a Bundle? What is it used for?
14. If an XAML description is like a tree, how would you describe the difference between the leaves and branches?
15. What are margins and padding?
16. How are double-buffered display renderings implemented?
17. Don’t forget to look at sample questions from test #1.