IT 认证电子书

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Exam : **AFD-200**
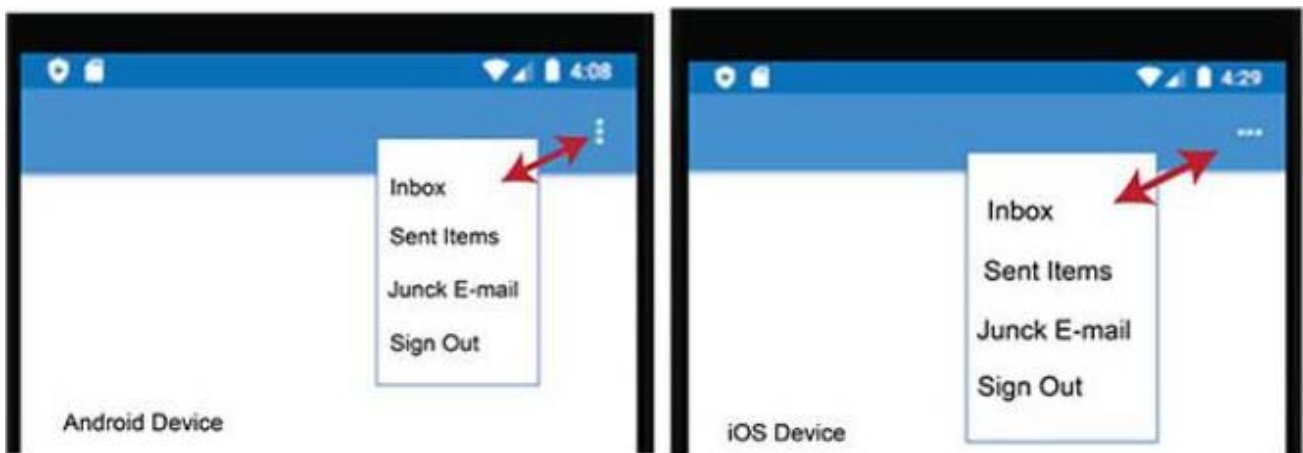
Title : Flutter Certified Application Developer

Version : DEMO

1.When you want to create a Flutter app, you need to configure a lot of widgets and change their format. You don't need to create everything from scratch. You can easily add the Scaffold class or widget to your app. This class implements the basic material design visual layout structure for your app.
A. True
B. False
Answer: A

2.presentation [The image of this question includes a Flutter app interface run result as it appears on Android and on iOS emulators. When the app user taps the button on the app title bar, he/she will get a menu with some items.
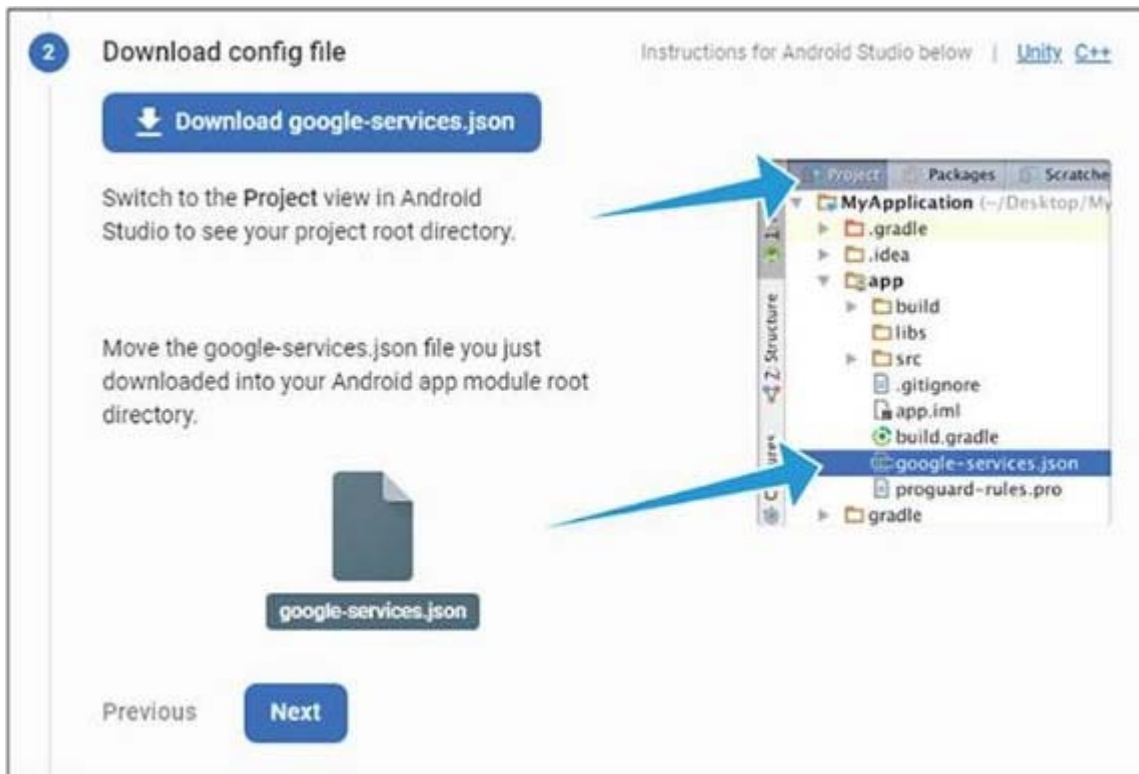

Which of the following Flutter widgets is used to create this type of buttons ?
A. PopupMenuButton Widget
B. ButtonBar Widget
C. OutlineButton Widget
D. DropdownButton Widget
Answer: A

3.While configuring your Android app on Firebase web site, you should download the google-services.json file from Firebase web site and add it to your Android app files as illustrated in the image of this question.

Select the best answer from the following choices: What is the main role of this file for your app?

A. This configuration file includes the https connection settings between your Android app and Firebase services.

B. This file includes your user name and password for Firebase web site.

C. This file role is to import the latest security updates from Firebase web site to app users.

D. This file checks if the app user's device has Internet connection each time the app user starts it.

Answer: A

4.A Stateful widget is a dynamic widget which can change the appearance of its content in response to events triggered by user's interactions or when it receives data.

A. True

B. False

Answer: A

5.Which of the following choices is the best answer for adding an image from your computer hard disk to a Flutter project?

A. You cannot add an image from your computer hard disk to a Flutter project. You can only configure your code to use an image from a web link.

B. Add a new folder (directory) to your Flutter file structure, copy the image from your hard disk, paste this image in the image folder then configure your Dart file in this Flutter project to use this image file name.

C. Add a new folder (directory) to your Flutter file structure, copy the image from your hard disk, paste this image in the image folder, configure your Dart file in this Flutter project to use this image file name, configure your Flutter project pubspec.yaml file to use this image folder, then click "Packages get" at the top of pubspec.yaml file.

D. Click File menu in any Flutter IDE, select Insert, select Image, browse to select the image, click Save three times, and then restart your IDE.
Answer: C