1. Settings in Android require a view as well as a controller (Activity in Android). The controller is a special extension of Activity called PreferenceActivity. Explain how this approach differs from the iOS approach? In doing so, describe the iOS approach. What are the limitations and/or advantages of each approach?

2. For iOS, describe the **Stack Views** approach and **Auto Layout** approaches for dealing with multiple screen sizes?

3. Describe the approach when using iOS Size Classes. What are the size classes defined for iOS devices? Describe how you control size classes for an iOS UI control. What are constraints in iOS, and how do they relate to the problem of creating UI scenes/views that work for multiple densities, orientations, and screen sizes.

4. Describe the approach that Android takes to handle the same device variations. In doing so, describe the four sizes and four densities defined for Android devices. Suppose I want one view in my Android app (say: AddActivity’s layout) to work (appear) differently for normal, large and xlarge screens in both landscape and portrait orientations. How may layout xml files do I need to define? What are the folder names in which they would be located? What would their default filename(s) be?