|  |
| --- |
| True / False |

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 1. A smartphone is a typical name for a mobile device that can perform multiple functions in addition to acting as a phone.

|  |  |  |
| --- | --- | --- |
|   | a.  | True |
|   | b.  | False |

|  |  |
| --- | --- |
| *ANSWER:* | True |

 |

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 2. The Open Handset Alliance is led by Apple Computers, Inc.

|  |  |  |
| --- | --- | --- |
|   | a.  | True |
|   | b.  | False |

|  |  |
| --- | --- |
| *ANSWER:* | False |

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|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 3. Because Android is open-source, phone manufacturers do not have to pay to install or use it on their devices.

|  |  |  |
| --- | --- | --- |
|   | a.  | True |
|   | b.  | False |

|  |  |
| --- | --- |
| *ANSWER:* | True |

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|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 4. Android does not support tethering.

|  |  |  |
| --- | --- | --- |
|   | a.  | True |
|   | b.  | False |

|  |  |
| --- | --- |
| *ANSWER:* | False |

 |

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 5. The naming system for the different Android versions is based on dessert names.

|  |  |  |
| --- | --- | --- |
|   | a.  | True |
|   | b.  | False |

|  |  |
| --- | --- |
| *ANSWER:* | True |

 |

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 6. Programs written for the Android platform are sold and deployed by iTunes.

|  |  |  |
| --- | --- | --- |
|   | a.  | True |
|   | b.  | False |

|  |  |
| --- | --- |
| *ANSWER:* | False |

 |

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 7. The user interface of an Android app can be specified via Java code or XML files.

|  |  |  |
| --- | --- | --- |
|   | a.  | True |
|   | b.  | False |

|  |  |
| --- | --- |
| *ANSWER:* | True |

 |

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 8. Even when an emulator is idling, it consumes a significant amount of CPU time.

|  |  |  |
| --- | --- | --- |
|   | a.  | True |
|   | b.  | False |

|  |  |
| --- | --- |
| *ANSWER:* | True |

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|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 9. ​The Android project folder that contains images, music, and video files required by the application is called media.

|  |  |  |
| --- | --- | --- |
|   | a.  | True |
|   | b.  | False |

|  |  |
| --- | --- |
| *ANSWER:* | False |

 |

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 10. During testing, developers usually use a physical device such as a smartphone or tablet to display the output of​ their app.

|  |  |  |
| --- | --- | --- |
|   | a.  | True |
|   | b.  | False |

|  |  |
| --- | --- |
| *ANSWER:* | False |

 |

|  |
| --- |
| Multiple Choice |

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 11. Android code was released under the Apache license which means the platform is considered which of the following?

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|   | a.  | Proprietary | b.  | Virtual license |
|   | c.  | Open source | d.  | Private code |

|  |  |
| --- | --- |
| *ANSWER:* | c |

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|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 12.  Which of the following is an open-source business partnership of 80 firms that develop standards for mobile devices?

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|   | a.  | Association of Wireless Computers | b.  | Cordless Union |
|   | c.  | Open Handset Alliance | d.  | Mobile Computing Consortium |

|  |  |
| --- | --- |
| *ANSWER:* | c |

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|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 13. Which term best describes "a program that duplicates the look and feel of a particular device"?

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|   | a.  | mobile application | b.  | emulator |
|   | c.  | operating system | d.  | smartphone |

|  |  |
| --- | --- |
| *ANSWER:* | b |

 |

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 14. Which of the following is NOT a feature supported by the Android platform?

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|   | a.  | Power management | b.  | Multiple monitors |
|   | c.  | Onscreen keyboard | d.  | Facial recognition |

|  |  |
| --- | --- |
| *ANSWER:* | b |

 |

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 15. Which programming language is used to write Android apps?

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|   | a.  | C++ | b.  | Fortran |
|   | c.  | Java | d.  | Python |

|  |  |
| --- | --- |
| *ANSWER:* | c |

 |

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 16. What is the fee you must pay to Google for each free app you publish on Google Play?

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|   | a.  | $25 | b.  | $1.00 |
|   | c.  | No fee | d.  | $1.99 |

|  |  |
| --- | --- |
| *ANSWER:* | c |

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 17. The emulator mimics almost every feature of a real Android except for the ability to do what?

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|   | a.  | load programs | b.  | place a phone call |
|   | c.  | play video games | d.  | use the Internet |

|  |  |
| --- | --- |
| *ANSWER:* | b |

 |

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 18. What does SDK stands for?

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|   | a.  | Special Description Kit | b.  | Software Development Kit |
|   | c.  | Standard Domain Knowledge | d.  | Support Development Knowledge |

|  |  |
| --- | --- |
| *ANSWER:* | b |

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|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 19. Where are apps written for Android sold and deployed?

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|   | a.  | App Store | b.  | iTunes |
|   | c.  | Google Play | d.  | Mobile Mall |

|  |  |
| --- | --- |
| *ANSWER:* | c |

 |

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 20. What is the human-readable title for your application?

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|   | a.  | Application name | b.  | Class title |
|   | c.  | External name | d.  | Program namespace |

|  |  |
| --- | --- |
| *ANSWER:* | a |

 |

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 21. Which term defines the namespace where your code resides in Java?

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|   | a.  | Application address | b.  | File extension |
|   | c.  | Package name | d.  | Program name |

|  |  |
| --- | --- |
| *ANSWER:* | c |

 |

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 22. What is the key to successful usage of an app**?**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|   | a.  | colorful interface | b.  | intuitive interface |
|   | c.  | simple interface | d.  | sophisticated interface |

|  |  |
| --- | --- |
| *ANSWER:* | b |

 |

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 23. Which phrase refers to how a user feels when using a particular device?

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|   | a.  | look and feel | b.  | sensory outcome |
|   | c.  | total perception | d.  | user experience |

|  |  |
| --- | --- |
| *ANSWER:* | d |

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|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 24. What folder keeps resources such as images and music?

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|   | a.  | assets | b.  | gen |
|   | c.  | res | d.  | src |

|  |  |
| --- | --- |
| *ANSWER:* | c |

 |

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 25. Which part of Android Studio contains the key source application folders for the project?

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|   | a.  | Development Window | b.  | Overview Pane |
|   | c.  | Android project view | d.  | Android App control |

|  |  |
| --- | --- |
| *ANSWER:* | c |

 |

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 26. Which of the following is a container that can hold as many widgets as needed?

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|   | a.  | emulator | b.  | layout |
|   | c.  | property | d.  | pane |

|  |  |
| --- | --- |
| *ANSWER:* | b |

 |

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 27. When you create a new Android project, what is the default object placed into the emulator window?

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|   | a.  | Default button | b.  | CheckBox control |
|   | c.  | TextView widget | d.  | Volume control |

|  |  |
| --- | --- |
| *ANSWER:* | c |

 |

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 28. Which term describes a single element such as a TextView, Button, or CheckBox control?

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|   | a.  | app | b.  | layout |
|   | c.  | modality | d.  | widget |

|  |  |
| --- | --- |
| *ANSWER:* | d |

 |

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 29. When using a Windows system, what might need to be installed to deploy an app to an Android device?

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|   | a.  | USB driver | b.  | emulator |
|   | c.  | smartphone | d.  | template |

|  |  |
| --- | --- |
| *ANSWER:* | a |

 |

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 30. ​What string is placed in the default TextView control in a new Android app created using Android Studio?

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|   | a.  | ​"I am Android" | b.  | ​"Hello World!" |
|   | c.  | ​"Default text" | d.  | ​"TextView control" |

|  |  |
| --- | --- |
| *ANSWER:* | b |

 |

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 31. ​By default, what does @string specified in a TextView control refer to?

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|   | a.  | ​A file called strings.xml | b.  | ​A data type of string |
|   | c.  | ​A variable named string | d.  | ​The word "string" in a resource file |

|  |  |
| --- | --- |
| *ANSWER:* | a |

 |

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 32. ​If you want to modify the value of the default TextView control in a new Android app, what should you do?

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|   | a.  | ​Change the @strings variable | b.  | ​Edit the res file |
|   | c.  | ​Edit the strings.xml file | d.  | ​Change the file named hello\_world |

|  |  |
| --- | --- |
| *ANSWER:* | c |

 |

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 33. ​What should a beginner typically use to change the contents of the strings.xml file?

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|   | a.  | ​Emulator Editor | b.  | Text Viewer |
|   | c.  | ​Resource Viewer | d.  | ​Translations Editor |

|  |  |
| --- | --- |
| *ANSWER:* | d |

 |

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 34. ​What happens when you click the Run 'app' button in Android Studio?

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|   | a.  | ​The Android debugger opens | b.  | ​The Choose Device dialog box is displayed |
|   | c.  | ​The app runs in a browser window | d.  | ​The app runs on the device connected to the USB port |

|  |  |
| --- | --- |
| *ANSWER:* | b |

 |

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 35. ​After the Android emulator is loaded, what must you do before you can run your app in it?

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|   | a.  | ​Close Android Studio | b.  | ​Unlock the virtual device |
|   | c.  | ​Compile the app | d.  | ​Run the debugger |

|  |  |
| --- | --- |
| *ANSWER:* | b |

 |

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 36. What is the return type of a method that returns nothing?

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|   | a.  | double | b.  | int |
|   | c.  | null | d.  | void |

|  |  |
| --- | --- |
| *ANSWER:* | d |

 |

|  |
| --- |
| Completion |

|  |  |  |
| --- | --- | --- |
| 37. The Android source code was released under the \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_, meaning the source code is freely available to download.

|  |  |
| --- | --- |
| *ANSWER:* | Apache licenseapache license |

 |

|  |  |  |
| --- | --- | --- |
| 38. Programs that run on mobile devices are typically referred to as \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.

|  |  |
| --- | --- |
| *ANSWER:* | appsapp |

 |

|  |  |  |
| --- | --- | --- |
| 39. The \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ feature in the Android platform allows a phone to be used as a hot spot that other devices can use to connect to the Internet.

|  |  |
| --- | --- |
| *ANSWER:* | tetheringWi-Fi tetheringWi-Fi Internet tethering​ |

 |

|  |  |  |
| --- | --- | --- |
| 40. Java is a(n) \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ language, which encourages good software engineering practices such as code reuse.

|  |  |
| --- | --- |
| *ANSWER:* | object-orientedobject oriented |

 |

|  |  |  |
| --- | --- | --- |
| 41. The Android \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ lets you design, develop, prototype, and test Android applications without using a physical device.

|  |  |
| --- | --- |
| *ANSWER:* | emulator |

 |

|  |  |  |
| --- | --- | --- |
| 42. Android \_\_\_\_\_\_\_\_\_\_\_\_\_\_ includes a live layout editing mode that previews an app’s user interface across a range of devices.

|  |  |
| --- | --- |
| *ANSWER:* | StudioSDK |

 |

|  |  |  |
| --- | --- | --- |
| 43. After you write and test a program, you compile the app into an Android package file with the filename extension \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.

|  |  |
| --- | --- |
| *ANSWER:* | .apkapk |

 |

|  |  |  |
| --- | --- | --- |
| 44. Your app must first pass a set of minimum standards before you can \_\_\_\_\_\_\_\_\_\_\_\_ it to Google Play.

|  |  |
| --- | --- |
| *ANSWER:* | publish |

 |

|  |  |  |
| --- | --- | --- |
| 45. You are creating an Android app called “My Calendar” for the website timesavers.org. The recommended package name for your app is \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.

|  |  |
| --- | --- |
| *ANSWER:* | org.timesavers.mycalendar |

 |

|  |  |  |
| --- | --- | --- |
| 46. The web address of the Amazon appstore is \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.

|  |  |
| --- | --- |
| *ANSWER:* | http://amazon.com/appstoreamazon.com/appstorewww.amazon.com/appstore |

 |

|  |  |  |
| --- | --- | --- |
| 47. Suppose you have a USB drive called “Toledo” mounted on a Mac. The path to the USB drive is \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.

|  |  |
| --- | --- |
| *ANSWER:* | \Volumes\Toledo/Volumes/Toledo |

 |

|  |  |  |
| --- | --- | --- |
| 48. The TextView control is a specific type of \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.

|  |  |
| --- | --- |
| *ANSWER:* | widgetform widget |

 |

|  |  |  |
| --- | --- | --- |
| 49. A(n) \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ describes what an object can do.

|  |  |
| --- | --- |
| *ANSWER:* | property |

 |

|  |  |  |
| --- | --- | --- |
| 50. ​The \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Tree shows the structure of your emulator layout.

|  |  |
| --- | --- |
| *ANSWER:* | ​Component |

 |

|  |  |  |
| --- | --- | --- |
| 51. ​The simplest way to update text in a control is by modifying \_\_\_\_\_\_\_\_\_\_\_\_\_ files.

|  |  |
| --- | --- |
| *ANSWER:* | ​resource |

 |