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| --- |
| True / False |

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| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 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 | |

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| 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 | |

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| 5. The naming system for the different Android versions is based on dessert names.   |  |  |  | | --- | --- | --- | |  | a. | True | |  | b. | False |  |  |  | | --- | --- | | *ANSWER:* | True | |

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| 6. Programs written for the Android platform are sold and deployed by iTunes.   |  |  |  | | --- | --- | --- | |  | a. | True | |  | b. | False |  |  |  | | --- | --- | | *ANSWER:* | False | |

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| 7. The user interface of an Android app can be specified via Java code or XML files.   |  |  |  | | --- | --- | --- | |  | a. | True | |  | b. | False |  |  |  | | --- | --- | | *ANSWER:* | True | |

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| 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 | |

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| 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 | |

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| --- |
| Multiple Choice |

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| 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 | |

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| 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 | |

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| 15. Which programming language is used to write Android apps?   |  |  |  |  |  | | --- | --- | --- | --- | --- | |  | a. | C++ | b. | Fortran | |  | c. | Java | d. | Python |  |  |  | | --- | --- | | *ANSWER:* | c | |

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| 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 | |

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| 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 | |

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| 20. What is the human-readable title for your application?   |  |  |  |  |  | | --- | --- | --- | --- | --- | |  | a. | Application name | b. | Class title | |  | c. | External name | d. | Program namespace |  |  |  | | --- | --- | | *ANSWER:* | a | |

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| 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 | |

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| 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 | |

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| 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 | |

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| 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 | |

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| 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 | |

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| 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 | |

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| 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 | |

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| 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 | |

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| 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 | |

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| 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 | |

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| 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 | |

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| 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 | |

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| 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 | |

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| 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 | |

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| 36. What is the return type of a method that returns nothing?   |  |  |  |  |  | | --- | --- | --- | --- | --- | |  | a. | double | b. | int | |  | c. | null | d. | void |  |  |  | | --- | --- | | *ANSWER:* | d | |

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| --- |
| Completion |

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| 37. The Android source code was released under the \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_, meaning the source code is freely available to download.   |  |  | | --- | --- | | *ANSWER:* | Apache license  apache license | |

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| 38. Programs that run on mobile devices are typically referred to as \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.   |  |  | | --- | --- | | *ANSWER:* | apps  app | |

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| 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:* | tethering  Wi-Fi tethering  Wi-Fi Internet tethering  ​ | |

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

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

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

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

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

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| 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 | |

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| 46. The web address of the Amazon appstore is \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.   |  |  | | --- | --- | | *ANSWER:* | http://amazon.com/appstore  amazon.com/appstore  www.amazon.com/appstore | |

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| --- | --- | --- |
| 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 | |

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| 48. The TextView control is a specific type of \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.   |  |  | | --- | --- | | *ANSWER:* | widget  form widget | |

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

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

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