<u>Dashboard</u> / My courses / <u>ITEC411</u> / <u>2024/ 2025 Academic Year Semester 1</u> / <u>Quiz 1</u>

Started on Friday, 29 November 2024, 10:32 AM

State Finished

Completed on Friday, 29 November 2024, 10:43 AM

Time taken 11 mins 3 secs

Grade 19.00 out of 20.00 (95%)

Question 1

Correct

Mark 1.00 out of 1.00

Select from the options below which signify the evolution of mobile networks.

- a. The transition from smartphones to feature phones
- b. Transition from 2G to 5G technologies
- o. The transition from native platforms to cross compatibility platforms
- Od. Transition of android from cupcake (android 1.5) to Android 11

The correct answer is: Transition from 2G to 5G technologies

Question $\bf 2$

Correct

Mark 1.00 out of 1.00

What does the term "mobile app development" refer to?

- a. Creating software applications for mobile devices
- b. Developing operating systems for mobile phones
- o. Designing websites for desktop use
- od. Building APIs for cloud servers

The correct answer is: Creating software applications for mobile devices

Question 3	
Correct	
Mark 1.00 out of 1.00	
What is the primary difference between	native and cross-platform development?
a. Cross-platform apps offer better	performance than native apps
	ic platform, while cross-platform apps work on multiple platforms
oc. Native apps only work offline	
Od. Native apps are faster to build the	an cross-platform apps
The correct answer is: Native apps are b	uilt for a specific platform, while cross-platform apps work on multiple platforms
Question 4	
Correct	
Why are APIs important in mobile app de	
Why are APIs important in mobile app de a. They connect apps to external se b. They improve app graphics	
 Why are APIs important in mobile app de a. They connect apps to external se b. They improve app graphics c. They reduce app size 	ervices and databases 🗸
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https://vcampus.central.edu.gh:42784/mod/quiz/review.php?attempt=55908&cmid=4893#question-60922-20

Correct Mark 1.00 out of 1.00 Which of the following activities is not included in the first stage of the mobile app development lifecycle? a. Creating the project plan b. Outlining project activities and timelines c. Designing the project's Architecture d. Identify the app's objectives The correct answer is: Designing the project's Architecture
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 c. Designing the project's Architecture d. Identify the app's objectives
 d. Identify the app's objectives
The correct answer is: Designing the project's Architecture
Question 7
Correct
Mark 1.00 out of 1.00
a. With mobile apps there is no need for websitesb. Mobile Apps reduce the need for many employees
c. Mobile apps are easier to maintain
 d. They improve customer engagement and accessibility
a. They improve costomer engagement and accessibility
The correct answer is: They improve customer engagement and accessibility
Question 8
Correct
Mark 1.00 out of 1.00
Evaluate the benefits of native development for a gaming app. What makes it suitable?
$_{\odot}$ a. Better performance and platform-specific optimization
 ○ b. Easier code sharing across platforms
c. Built-in cross-platform support
○ d. Minimal development cost
The correct answer is: Better performance and platform-specific optimization

Question 9	
Correct	
Mark 1.00 out of 1.00	
Which method would you recommend for a startup with limited resources to develop an app for Android and iOS?	
a. Native development using Swift and Java	
 b. Cross-platform development using Flutter 	~
c. Manual coding for both platforms	
O d. Backend-first development using APIs	
The correct answer is: Cross-platform development using Flutter	
Question 10 Correct	
Mark 1.00 out of 1.00	
In the context of mobile app design, what does responsiveness refer to?	
a. The ability to adjust the app layout for different screen sizes	•
b. The ability of an app to be highly usable	
c. The ability of an app to load offline	
 d. The ability to download the app easily 	
The correct answer is: The ability to adjust the app layout for different screen sizes	
Question 11	
Correct	
Mark 1.00 out of 1.00	
What are the two main types of mobile development tools?	
what are the two main types of mobile development tools?	
a. Programming and networking tools	
 b. Native and web development tools 	
c. Cross-platform and native development tools	~
 d. Native and desktop Applications 	
d. Native and desktop Applications	
 d. Native and desktop Applications The correct answer is: Cross-platform and native development tools 	

Question 12	
Correct	
Mark 1.00 out of 1.00	
What role does usability play in mobile app development?	
 a. It ensures the app is responsive on various screens sizes 	
 b. It defines how to prototype or wireframe. 	
c. It ensures the app is easy to navigate and user-friendly	✓
 d. It determines the app is easily downloadable 	
The correct answer is: It ensures the app is easy to navigate and user-friendly	
Question 13	
Correct	
Mark 1.00 out of 1.00	
William to the control of the contro	
Which language would you use to build a native iOS application?	
○ a. Kotlin	
b. Swift	✓
oc. Java	
od. Dart	
The correct answer is: Swift	
Question 14	
Correct	
Mark 1.00 out of 1.00	
Which of the following is a key component of mobile networks?	
a. Satellites	
○ b. Routers	
c. Base stations	
d. All of the above	~
The correct answer is: All of the above	

Correct
Mark 1.00 out of 1.00
When designing a user interface, which factor is critical to consider?
a. The App's size
b. Screen resolution and responsiveness
oc. Battery usage
O d. Backend programming
The correct answer is: Screen resolution and responsiveness
Question 16
ncorrect
Mark 0.00 out of 1.00
How do native development tools differ in functionality from cross-platform tools?
a. Native tools provide better hardware integration, while cross-platform tools focus on reusability
 b. Native tools lack support for app testing .
o. Native tools only support Android development but cross platform does not.
d. Cross-platform tools do not support APIs
Your answer is incorrect.
The correct answer is: Native tools provide better hardware integration, while cross-platform tools focus on reusability
Question 17
Correct
Mark 1.00 out of 1.00
Which of the following best defines a mobile application?
a. Software designed for specific mobile platforms
 b. A type of software that only works offline
c. A hardware component for mobile devices
 d. A type of web application accessed on desktops
The correct answer is: Software designed for specific mobile platforms

What step should be included during the mobile app development lifecycle to ensure product quality? a. Usability testing b. API deployment c. Server maintenance d. Code compilation The correct answer is: Usability testing Which activity in the app development lifecycle can help a developer visualize app screens before starting development? a. API gateway development b. Creating Wireframes c. Defining the apps purpose and target audience d. Outlining the workflow The correct answer is: Creating Wireframes Which of the following is an example of a cross-platform development framework? a. Swift b. Cr+ c. Xamarin The correct answer is: Xamarin	Question 18	
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 d. Kotlin The correct answer is: Xamarin 	O b. C++	
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<u>Data retention summary</u>