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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  ✔
○  c.  The transition from native platforms to cross compatibility platforms
○  d.  Transition of android from cupcake(android 1.5) to Android 11

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

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Question **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
○  c.  Designing websites for desktop use
○  d.  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
- ◉ b.   Native apps are built for a specific platform, while cross-platform apps work on multiple platforms   ✔
- ○ c.   Native apps only work offline
- ○ d.   Native apps are faster to build than cross-platform apps

The correct answer is: Native apps are built for a specific platform, while cross-platform apps work on multiple platforms

**Question 4**

Correct

Mark 1.00 out of 1.00

Why are APIs important in mobile app development?

- ◉ a.   They connect apps to external services and databases   ✔
- ○ b.   They improve app graphics
- ○ c.   They reduce app size
- ○ d.   They enhance device battery life

The correct answer is: They connect apps to external services and databases

**Question 5**

Correct

Mark 1.00 out of 1.00

If a business wants an app that works on both Android and iOS, which approach should it consider?

- ○ a.   Native development
- ○ b.   Web development
- ○ c.   Hybrid development
- ◉ d.   Cross-platform development   ✔

The correct answer is: Cross-platform development

**Question 6**

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

**Question 7**

Correct

Mark 1.00 out of 1.00

Which of the following best explains why mobile apps are considered significant for businesses?

- a.  With mobile apps there is no need for websites
- b.  Mobile Apps reduce the need for many employees
- c.  Mobile apps are easier to maintain
- ◉ d.  They improve customer 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?

- ◉ 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

○ 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?

○ a.  Programming and networking tools

○ b.  Native and web development tools

◉ c.  Cross-platform and native development tools          ✔

○ 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

Which language would you use to build a native iOS application?

○ a.  Kotlin
◉ b.  Swift ✔
○ c.  Java
○ d.  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

Question **15**

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                                          ✔

○ c.   Battery usage

○ d.   Backend programming

The correct answer is: Screen resolution and responsiveness

Question **16**

Incorrect

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 .                                    ✘

○ c.   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

## Question **18**

Correct

Mark 1.00 out of 1.00

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

## Question **19**

Correct

Mark 1.00 out of 1.00

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

## Question **20**

Correct

Mark 1.00 out of 1.00

Which of the following is an example of a cross-platform development framework?

- a. Swift
- b. C++
- c. Xamarin ✔
- d. Kotlin

The correct answer is: Xamarin

◄ MID SEMESTER EXAMS -SECTION B

Jump to...

Data retention summary