
INTRODUCTION QUIZ 2

1. Which platforms are used with TestFlight?
 - a. Android or iOS
 - b. Android
 - c. WP7
 - d. iOS
2. Which database is included natively in Android and iOS?
 - a. MySQL
 - b. SQLite
 - c. SQL Server Express
 - d. MongoDB
3. What is the primary language Xamarin.iOS supports development in?
 - a. VB.NET and Objective-C
 - b. C# and Objective-C
 - c. Objective-C
 - d. C#
4. Which version (or greater) of the Mac OS is required for iOS development with Xamarin.iOS?
 - a. Whichever version of Mac OSX that the latest Xcode supports
 - b. Tiger
 - c. Snow Leopard
 - d. Lion
5. When creating your UX design it is important to remember that iOS devices have no ____ button.
 - a. Back
 - b. Undo
 - c. Tab
 - d. Re-start
6. What is Xcode?
 - a. Suite of tools for developing software on Mac OS X
 - b. A suite of tools that can be downloaded from the Mac App Store
 - c. Required for developing with Xamarin.iOS
 - d. All of the above
7. How do you get the Xamarin add-in for Visual Studio 2010 or Visual Studio 2012?
 - a. Download it from the Xamarin site
 - b. Download it from Microsoft
 - c. You don't, there is no add-in for Visual Studio, must use MonoDevelop
 - d. Download it from Apple
8. What is the name of Apple's guide to UX?
 - a. There isn't such a guideline published, just read their website on UX
 - b. The Way to Make Great UI

- c. The Human Interface Guidelines
 - d. The Apple Style Bible
9. Where can you publish your completed Android mobile applications?
- a. To Android World
 - b. To iTunes
 - c. To Google Play, the Amazon App store or the Barnes and Noble app store
 - d. To the Windows Marketplace
10. What is / are the core .dll(s) that Xamarin products use?
- a. MonoTouch.dll and Mono.Android.dll
 - b. MonoTouch.dll
 - c. MonoApple.dll and Mono.Android.dll
 - d. Xamarin.dll
11. To deploy an iOS to a physical device for testing requires what additional configuration step(s)?
- a. No additional steps, this functionality is part of MonoTouch
 - b. You cannot do this
 - c. Register as an Apple developer and then you can do this
 - d. Register as an Apple developer and pay \$99/year
12. When developing for which market should you be concerned about extreme device fragmentation?
- a. iOS and Android
 - b. Windows Phone
 - c. Android
 - d. iOS

Answers

1) D, 2) B, 3) B, 4) D, 5) A, 6) D, 7) A, 8) C, 9) C, 10) A, 11) D, 12) C