**Question 1**

What is a system broadcast?

* A message that your app sends and receives when an event of interest occurs in the app.
* A message that is sent from an app to a different component of the same app.
* A message that the Android system sends when a system event occurs.
* A message that the Android system receives when an event of interest occurs in your app.

**Question 2**

Which pair of methods do you use to register and unregister your broadcast receiver dynamically?

* registerBroadcast() and unRegisterBroadcast().
* registerComponentCallbacks() and unRegisterComponentCallbacks().
* registerBroadcastReceiver() and unRegisterBroadcastReceiver().
* registerReceiver() and unRegisterReceiver().

**Question 3**

Which of the following are true?

* Broadcast receivers can't see or capture the intents used to start an activity.
* Using a broadcast intent, you can't find or start an activity.
* You can use a broadcast intent to start an activity.
* You can receive the intent used to start activity in your broadcast receiver.

**Question 4**

Which class is used to mitigate the security risks of broadcast receivers when the broadcasts are not cross-application (that is, when broadcasts are sent and received by the same app)?

* SecureBroadcast
* LocalBroadcastManager
* OrderedBroadcast
* SecureBroadcastManager