1. Android is based on Linux for the following reason.

Answers

1. Security

2. Portability

3. Networking

4. All of these

2. Which is related to Activity class?

Answers

1. Adapter

2. ViewPager

3. Fragment

4. All of these

3. Which component is not activated by an Intent?

Answers

1. activity

2. services

3. contentProvider

4. broadcastReceiver

4. Which objects stores only primitive data type?

Answers

1. SharedPreferences

2. SQLiteDatabase

3. ContentProvider

4. None of the above

5. Fragment in Android can be found through

Answers

1. FindById()

2. findFragmentById()

3. getContextFragmentById()

4. FragmentManager.findFragmentById()

6. Dialog classes in android? Answers

1. AlertDialog

2. ProgressDialog

3. DatePickerDialog

4. All of the above

7. What types of menus are supported by Android?

Answers

1. Option menu and Context menu

2. Only option menu

3. Only Context menu

4. None of the above

8. View Pager Is Used For

Answers

1. Swiping Activities

2. Swiping Fragments

3. Paging Down List Items

4. View Pager Is Not Supported By Android SDK

9. What is the difference between Activity context and Application Context?

Answers

1. The Activity instance is tied to the lifecycle of an Activity.while the application instance is tied to the lifecycle of the application.

2. The Activity instance is tied to the lifecycle of the application,while the application instance is tied to the lifecycle of an Activity.

3. Both of the above

4. None of the above

10. A type of layout elements that allows all included elements in order is

Answers

1. ConstraintLayout

2. TextViewLayout

3. LinearLayout

4. RelativeLayout

11. Creating a UI(User Interface)in Android requires careful use of \_\_\_\_\_

Answers

1. Java and SQL

2. XML and Java

3. XML and C++

4. None of these

12. In android mini-activities are also known as.

Answers

1. Adapter

2. Activity

3. Fragments

4. None of the above.

13. Which are the screen densities in Android?

Answers

1. low density

2. medium density

3. extra high density

4. all of the above

14. When contentProvider would be activated?

Answers

1. using Intent

2. using SQLite

3. using ContentResolver

4. none of the above

15. Which class is used to access to the system location services?

Answers

1. LocationManager

2. Object

3. GoogleManager

4. None of above

16. What is a base adapter in android?

Answers

1. Base Adapter is a common class for any adapter, which can we use for both ListView and spinner

2. A kind of adapter

3. Data storage space

4. None of the above.

17. What Activity method you use to retrieve a reference to an Android view by using the id attribute of a resource XML?

Answers

1. findViewByReference(int id);

2. findViewById(int id);

3. retrieveResourceById(int id)

4. findViewById(String id

18. Which element is used to display Google Map in your UI ?

Answers

1. View

2. Map

3. MapView

4. We can not use

19. Immediate base class for activity is

Answers

1. CONTEXT

2. APPLICATIONCONTEXT

3. CONTEXTAPP

4. ONCREATE

20. What is a thread in android? Answers

1. Same as services

2. Background activity

3. Broadcast Receiver

4. Independent dis-patchable unit is called a thread

21. What are the indirect Direct subclasses of Services?

Answers

1. recognitionService

2. remoteViewsService

3. spellCheckerService

4. inputMethodService

22. What does API stand for ?

Answers

1. Algorithmic Protocol Interface

2. Application programming interface

3. Accellerated Programming Interface

4. None of the above

23. Which is related to fragment class?

Answers

1. dialogFragment

2. listFragment

3. preferenceFragment

4. All of the above.

24. Why you should switch to kotlin from Java ?

Answers

1. Kotlin langauge is quite compare to Java

2. It reduces ay redundancies in code as compare to Java

3. Kotlin can offer some useful feature which are not supported by Java

4. All of above

25. Which extension is responsible to save Kotlin files?

Answers

1. .kot

2. .android

3. .src

4. .kt or .kts

26. The two types of constructors in Kotlin are ?

Answers

1. Primary and Secondary constructor

2. First and the second constructor

3. Constant and Parameterized constructor

4. None of above

27. Which of the following statement is wrong ?

Answers

1. IBOutlet are macro defined to denote a variable that can be referred to in Interface Builder.

2. IBOutlet resolves to Id

3. IBOutlet resolves to nothing

4. IBOutlet is a type qualifier used by Interface Builder as a connection point for sending messages from app code to a user interface element.

28. Which of the following is a default UI Property ?

Answers

1. Assign

2. Atomic

3. Non-atomic

4. None of them

29. Integer Array can be declare as \_\_\_

Answers

1. var array = [10, 20, 30, 40 ,50]

2. var array: Array<Int> = [10, 20, 30, 40 ,50]

3. var array: [Int] = [10, 20, 30, 40 ,50]

4. All of above

30. What Was The Original Name Of IOS?

Answers

1. IPhone OS

2. IOS Is Original Name

3. IPad OS

4. IPod OS

31. TypeOf is used for?

Answers

1. To get the data type

2. To declare the contant

3. To initalise the data member

4. None of the Above

32. What Is Bundle In IOS

Answers

1. It Is A Class

2. It Is Used To Send Data

3. It Is Folder With .app Extension

4. None Of Above

33. What are the advantages of Swift?

1.Swift is safe

2.Swift is not fast

3.Swift is open source

Answers

1. Only 1

2. Only 3

3. Both 1 and 2

4. Both 1 and 3

34. Which of the following is Incorrect Data Type in SWIFT ?

Answers

1. UInt

2. Double

3. Char

4. Optional

35. To Create Constants In Swift We Use Keyword \_\_\_\_

Answers

1. Conts

2. Let

3. Constants

4. None Of Above

36. To Initialize variable with Null require \_\_\_\_

Answers

1. ?

2. !

3. \_

4. NULL

37. What is the built-in database used in iOS?

Answers

1. Oracle

2. SQLite

3. MySQL

4. Apache

38. Which of the following is Application development environments for iOS?

Answers

1. Cocoa

2. Cocoa touch

3. Cocoa iOS

4. Cocoa begin

39. The Iphoene has a feature that activates when you rotate the device from potrait to landscape ?

Answers

1. Rotator

2. Accelerometer

3. Shadow detector

4. Spceial Sensor

40. The first iOS was written in \_\_\_?

Answers

1. 1984

2. 1985

3. 1986

4. 1987

Here are the answers to your questions with explanations:

**1. Android is based on Linux for the following reason.**  
Answers

1. Security
2. Portability
3. Networking
4. All of these

**Answer: 4. All of these**  
**Explanation:** Android leverages the Linux kernel for a variety of reasons, including its robust security model, excellent portability to different hardware architectures, strong networking capabilities, and its proven stability and open-source nature.

**2. Which is related to Activity class?**  
Answers

1. Adapter
2. ViewPager
3. Fragment
4. All of these

**Answer: 4. All of these**  
**Explanation:** All of these components are commonly used within the context of an Activity. An Activity hosts Fragments. ViewPager is a UI component typically used within an Activity to manage swipeable views, often Fragments. Adapters are used by UI components like ListView or RecyclerView (which are placed within an Activity) to display data.

**3. Which component is not activated by an Intent?**  
Answers

1. activity
2. services
3. contentProvider
4. broadcastReceiver

**Answer: 3. contentProvider**  
**Explanation:** Activities are started by startActivity(Intent), Services by startService(Intent), and Broadcast Receivers respond to Intent broadcasts. Content Providers, however, are accessed via a ContentResolver and a URI, not directly activated by an Intent object in the same manner as the other three.

**4. Which objects stores only primitive data type?**  
Answers

1. SharedPreferences
2. SQLiteDatabase
3. ContentProvider
4. None of the above

**Answer: 1. SharedPreferences**  
**Explanation:** SharedPreferences is designed to store private primitive data in key-value pairs (booleans, floats, ints, longs, and strings). SQLiteDatabase and ContentProvider are for more structured and complex data storage and sharing.

**5. Fragment in Android can be found through**  
Answers

1. FindById()
2. findFragmentById()
3. getContextFragmentById()
4. FragmentManager.findFragmentById()

**Answer: 4. FragmentManager.findFragmentById()**  
**Explanation:** Fragments are managed by a FragmentManager. To find a fragment that has been added to an activity by its ID, you use the FragmentManager's findFragmentById() method.

**6. Dialog classes in android?**  
Answers

1. AlertDialog
2. ProgressDialog
3. DatePickerDialog
4. All of the above

**Answer: 4. All of the above**  
**Explanation:** AlertDialog, ProgressDialog, and DatePickerDialog (along with TimePickerDialog) are all standard dialog classes provided by the Android framework for displaying various types of modal pop-up windows.

**7. What types of menus are supported by Android?**  
Answers

1. Option menu and Context menu
2. Only option menu
3. Only Context menu
4. None of the above

**Answer: 1. Option menu and Context menu**  
**Explanation:** Android primarily supports Option Menus (for actions in the app bar) and Context Menus (for actions related to a specific view, usually shown on a long press). Popup Menus are also supported.

**8. View Pager Is Used For**  
Answers

1. Swiping Activities
2. Swiping Fragments
3. Paging Down List Items
4. View Pager Is Not Supported By Android SDK

**Answer: 2. Swiping Fragments**  
**Explanation:** ViewPager is a layout manager that allows the user to flip left and right through pages of data, which are typically implemented as Fragments or Views. It does not swipe entire activities.

**9. What is the difference between Activity context and Application Context?**  
Answers

1. The Activity instance is tied to the lifecycle of an Activity.while the application instance is tied to the lifecycle of the application.
2. The Activity instance is tied to the lifecycle of the application,while the application instance is tied to the lifecycle of an Activity.
3. Both of the above
4. None of the above

**Answer: 1. The Activity instance is tied to the lifecycle of an Activity.while the application instance is tied to the lifecycle of the application.**  
**Explanation:** An Activity's context is scoped to that specific Activity and its lifecycle (it can be destroyed if the Activity is destroyed). The Application context is scoped to the entire application process and persists for the lifetime of the application, regardless of whether any Activities are running.

**10. A type of layout elements that allows all included elements in order is**  
Answers

1. ConstraintLayout
2. TextViewLayout
3. LinearLayout
4. RelativeLayout

**Answer: 3. LinearLayout**  
**Explanation:** LinearLayout arranges its child views in a single row or column, either horizontally or vertically. RelativeLayout positions views relative to each other or the parent. ConstraintLayout uses flexible constraints. TextViewLayout is not a layout class.

**11. Creating a UI(User Interface)in Android requires careful use of \_\_\_\_\_**  
Answers

1. Java and SQL
2. XML and Java
3. XML and C++
4. None of these

**Answer: 2. XML and Java**  
**Explanation:** Android UIs are typically designed using XML layout files to define the structure and appearance of views, and then Java (or Kotlin) code is used to inflate these layouts, handle user interactions, and manage application logic.

**12. In android mini-activities are also known as.**  
Answers

1. Adapter
2. Activity
3. Fragments
4. None of the above.

**Answer: 3. Fragments**  
**Explanation:** Fragments are often referred to as "mini-activities" because they encapsulate their own lifecycle, layout, and behavior, similar to an Activity, but they must be hosted within an Activity.

**13. Which are the screen densities in Android?**  
Answers

1. low density
2. medium density
3. extra high density
4. all of the above

**Answer: 4. all of the above**  
**Explanation:** Android supports various screen densities, including ldpi (low), mdpi (medium), hdpi (high), xhdpi (extra high), xxhdpi (extra extra high), and xxxhdpi (extra extra extra high).

**14. When contentProvider would be activated?**  
Answers

1. using Intent
2. using SQLite
3. using ContentResolver
4. none of the above

**Answer: 3. using ContentResolver**  
**Explanation:** ContentProviders are activated and accessed by a ContentResolver object, which provides methods like query(), insert(), update(), and delete() to interact with the data managed by the ContentProvider.

**15. Which class is used to access to the system location services?**  
Answers

1. LocationManager
2. Object
3. GoogleManager
4. None of above

**Answer: 1. LocationManager**  
**Explanation:** The LocationManager class provides access to the system's location services, allowing applications to obtain the device's current geographical location.

**16. What is a base adapter in android?**  
Answers

1. Base Adapter is a common class for any adapter, which can we use for both ListView and spinner
2. A kind of adapter
3. Data storage space
4. None of the above.

**Answer: 1. Base Adapter is a common class for any adapter, which can we use for both ListView and spinner**  
**Explanation:** BaseAdapter is an abstract class that provides a common base implementation for custom adapter classes used with AdapterView components like ListView, GridView, and Spinner.

**17. What Activity method you use to retrieve a reference to an Android view by using the id attribute of a resource XML?**  
Answers

1. findViewByReference(int id);
2. findViewById(int id);
3. retrieveResourceById(int id)
4. findViewById(String id

**Answer: 2. findViewById(int id);**  
**Explanation:** The standard method used in Android to find a View by its resource ID (an integer generated from the XML id attribute) is findViewById().

**18. Which element is used to display Google Map in your UI ?**  
Answers

1. View
2. Map
3. MapView
4. We can not use

**Answer: 3. MapView**  
**Explanation:** To embed a Google Map directly into your Android application's UI, you use the MapView class or SupportMapFragment (which internally uses a MapView).

**19. Immediate base class for activity is**  
Answers

1. CONTEXT
2. APPLICATIONCONTEXT
3. CONTEXTAPP
4. ONCREATE

**Answer: 1. CONTEXT**  
**Explanation:** While Activity technically extends ContextThemeWrapper, which extends ContextWrapper, which extends Context, Context is the fundamental base class that provides access to application-specific resources and classes, as well as calls for application-level operations. In the context of simplified understanding of the Android framework, Context is often considered the conceptual base for Activity.

**20. What is a thread in android?**  
Answers

1. Same as services
2. Background activity
3. Broadcast Receiver
4. Independent dis-patchable unit is called a thread

**Answer: 4. Independent dis-patchable unit is called a thread**  
**Explanation:** A thread is a fundamental concept in computing: it's a sequence of programmed instructions that can be executed independently by a CPU. In Android, the main thread handles UI operations, while other threads are used for background tasks.

**21. What are the indirect Direct subclasses of Services?**  
Answers

1. recognitionService
2. remoteViewsService
3. spellCheckerService
4. inputMethodService

**Answer: All of the above (The question might be asking for examples, as all listed are actual subclasses of Service)**  
**Explanation:** The phrase "indirect Direct subclasses" is a bit ambiguous. However, RecognitionService, RemoteViewsService, SpellCheckerService, and InputMethodService are all specialized system services provided by the Android framework, and they are indeed subclasses (either directly or through a short inheritance chain) of the Service class. If this is a single-choice question, it's flawed as all are valid examples. If only one can be picked, it's arbitrary without more context.

**22. What does API stand for ?**  
Answers

1. Algorithmic Protocol Interface
2. Application programming interface
3. Accellerated Programming Interface
4. None of the above

**Answer: 2. Application programming interface**  
**Explanation:** API stands for Application Programming Interface, which is a set of defined rules that describe how to build and interact with software components.

**23. Which is related to fragment class?**  
Answers

1. dialogFragment
2. listFragment
3. preferenceFragment
4. All of the above.

**Answer: 4. All of the above.**  
**Explanation:** DialogFragment, ListFragment, and PreferenceFragment are all common concrete subclasses of the Fragment class, each providing specialized functionality (e.g., displaying a dialog, a list, or preferences, respectively).

**24. Why you should switch to kotlin from Java ?**  
Answers

1. Kotlin langauge is quite compare to Java
2. It reduces ay redundancies in code as compare to Java
3. Kotlin can offer some useful feature which are not supported by Java
4. All of abov

**Answer: 4. All of abov**  
**Explanation:** Kotlin is more concise than Java, leading to less boilerplate and redundancy. It offers modern language features like null safety, extension functions, coroutines for asynchronous programming, and data classes, which significantly improve developer productivity and code safety compared to older versions of Java.

**25. Which extension is responsible to save Kotlin files?**  
Answers

1. .kot
2. .android
3. .src
4. .kt or .kts

**Answer: 4. .kt or .kts**  
**Explanation:** Kotlin source code files use the .kt file extension. Kotlin scripts use the .kts extension.

**26. The two types of constructors in Kotlin are ?**  
Answers

1. Primary and Secondary constructor
2. First and the second constructor
3. Constant and Parameterized constructor
4. None of above

**Answer: 1. Primary and Secondary constructor**  
**Explanation:** Kotlin classes can have a primary constructor (declared in the class header) and one or more secondary constructors (prefixed with constructor).

**27. Which of the following statement is wrong ?**  
Answers

1. IBOutlet are macro defined to denote a variable that can be referred to in Interface Builder.
2. IBOutlet resolves to Id
3. IBOutlet resolves to nothing
4. IBOutlet is a type qualifier used by Interface Builder as a connection point for sending messages from app code to a user interface element.

**Answer: 2. IBOutlet resolves to Id**  
**Explanation:** IBOutlet is a keyword (like a macro in Objective-C) that signals to Interface Builder that a property in your code can be connected to a UI element in your storyboard or XIB. At compile time, IBOutlet effectively resolves to nothing; it's a marker for Interface Builder, not a type or a type that resolves to id (which is Objective-C's generic object pointer). Options 1, 3, and 4 (with nuance on "sending messages") are broadly correct or partially correct aspects of how IBOutlet works.

**28. Which of the following is a default UI Property ?**  
Answers

1. Assign
2. Atomic
3. Non-atomic
4. None of them

**Answer: 2. Atomic**  
**Explanation:** In Objective-C (which underlies much of iOS's foundational frameworks), properties are atomic by default. This means that accessors (getters/setters) generated for the property ensure that the entire value is always retrieved or set, which provides thread-safe access to the property itself (though not necessarily to the object's contents).

**29. Integer Array can be declare as \_\_\_**  
Answers

1. var array = [10, 20, 30, 40 ,50]
2. var array: Array<Int> = [10, 20, 30, 40 ,50]
3. var array: [Int] = [10, 20, 30, 40 ,50]
4. All of above

**Answer: 4. All of above**  
**Explanation:** All three syntaxes are valid ways to declare and initialize an array of integers in Swift.

1. var array = [10, 20, 30, 40, 50] - Type inference deduces [Int].
2. var array: Array<Int> = [10, 20, 30, 40, 50] - Explicit type declaration using the generic Array type.
3. var array: [Int] = [10, 20, 30, 40, 50] - Explicit type declaration using the shorthand array syntax.

**30. What Was The Original Name Of IOS?**  
Answers

1. IPhone OS
2. IOS Is Original Name
3. IPad OS
4. IPod OS

**Answer: 1. IPhone OS**  
**Explanation:** When it was first introduced with the original iPhone in 2007, Apple's mobile operating system was called "iPhone OS". It was rebranded to "iOS" in 2010.

**31. TypeOf is used for?**  
Answers

1. To get the data type
2. To declare the contant
3. To initalise the data member
4. None of the Above

**Answer: 1. To get the data type**  
**Explanation:** In many programming languages (including Swift's type(of:) or Kotlin's reflection capabilities with ::class), functionality related to TypeOf is used to determine the type or class of an object or variable at runtime.

**32. What Is Bundle In IOS?**  
Answers

1. It Is A Class
2. It Is Used To Send Data
3. It Is Folder With .app Extension
4. None Of Above

**Answer: 3. It Is Folder With .app Extension**  
**Explanation:** In iOS (and macOS), a "bundle" is a standard directory structure that contains an application's executable code and its associated resources (like images, sounds, compiled XIBs, etc.). For an application, this bundle has a .app extension.

**33. What are the advantages of Swift?**

1. Swift is safe
2. Swift is not fast
3. Swift is open source  
   Answers
4. Only 1
5. Only 3
6. Both 1 and 2
7. Both 1 and 3

**Answer: 4. Both 1 and 3**  
**Explanation:**

1. **Swift is safe:** True. Swift emphasizes safety with features like optional types to handle nil values, strong typing, and automatic memory management.
2. **Swift is not fast:** False. Swift is designed to be a high-performance language, often comparable to C++ in speed for many tasks.
3. **Swift is open source:** True. Apple open-sourced Swift in 2015, allowing broader community contributions and usage beyond Apple platforms.

**34. Which of the following is Incorrect Data Type in SWIFT ?**  
Answers

1. UInt
2. Double
3. Char
4. Optional

**Answer: 3. Char**  
**Explanation:**

1. UInt: Correct (Unsigned Integer types exist, e.g., UInt8, UInt16, UInt32, UInt64, UInt).
2. Double: Correct (Standard 64-bit floating-point type).
3. Char: Incorrect. Swift uses Character for individual characters, not Char.
4. Optional: Correct (It's a type that can either hold a value or nil, defined as an enum).

**35. To Create Constants In Swift We Use Keyword \_\_\_\_**  
Answers

1. Conts
2. Let
3. Constants
4. None Of Above

**Answer: 2. Let**  
**Explanation:** In Swift, you use the let keyword to declare a constant (a value that cannot be changed once initialized), and var to declare a variable.

**36. To Initialize variable with Null require \_\_\_\_**  
Answers

1. ?
2. !
3. \_
4. NULL

**Answer: 1. ?**  
**Explanation:** In Swift, to declare an optional variable (a variable that can hold a value or nil), you append a question mark ? after its type (e.g., var myString: String?). The exclamation mark ! is used for implicitly unwrapped optionals.

**37. What is the built-in database used in iOS?**  
Answers

1. Oracle
2. SQLite
3. MySQL
4. Apache

**Answer: 2. SQLite**  
**Explanation:** While iOS offers higher-level data management frameworks like Core Data, the underlying database technology that Core Data can use for its persistent store, and which is directly available for raw database operations, is SQLite. SQLite is a lightweight, file-based relational database.

**38. Which of the following is Application development environments for iOS?**  
Answers

1. Cocoa
2. Cocoa touch
3. Cocoa iOS
4. Cocoa begin

**Answer: 2. Cocoa touch**  
**Explanation:** Cocoa Touch is Apple's application framework for building software for iOS, tvOS, and watchOS. It extends the Cocoa framework (used for macOS) with APIs specific to touch-based interfaces and mobile devices.

**39. The Iphoene has a feature that activates when you rotate the device from potrait to landscape ?**  
Answers

1. Rotator
2. Accelerometer
3. Shadow detector
4. Spceial Sensor

**Answer: 2. Accelerometer**  
**Explanation:** The accelerometer (and gyroscope, often combined in modern devices) is the sensor primarily responsible for detecting the device's orientation, including changes from portrait to landscape mode, which then triggers UI rotation.

**40. The first iOS was written in \_\_\_?**  
Answers

1. 1984
2. 1985
3. 1986
4. 1987

**Answer: None of the above (The first iPhone OS was released in 2007)**  
**Explanation:** The first iPhone OS (later renamed iOS) was publicly released with the original iPhone in **2007**. None of the provided options (1984, 1985, 1986, 1987) are correct. These earlier dates might relate to the development of the Macintosh or NeXTSTEP operating systems, from which iOS derives its heritage, but not iOS itself.