Guideline for In-class Test

1. When and where to take in-class test one?

This In-class test is an on-line test via BB link, however you must finish it within your own lab session invigilated by the lab tutor. This test is taken on Friday 8th Dec at your scheduled lab session.

2. What's the pattern of the test?

The test includes 20 multiple-choice questions, which cover the learning materials from Week 5 to Week 9. The scope of the test and some example questions are given by the end of the guideline.

3. How long does the test take?

The normal test takes 60 minutes, and it starts to count once you launch the test. You can check the left time from the left corner of the screen. Note that when you see it displays zero minute left, you have to submit immediately. Your tutor will remind you time to time about the deadline.

Any late submission is capped as 40% maximum as the University assessment policy.

For the students with an adjustment for the test time, you will find the test link annotated with the 'adjustment' in BB. The lab tutor will remind this issue during the test.

4. Can I check the lecture slides during the test?

The test is open book, and you can check any material and even google the Internet, but ChatGPT is NOT allowed. This is an individual assessment, and you must finish it yourself. Your lab tutor is the invigilator, and any academic offence will be reported to the module leader and the department.

5. How can I have the feedback of the test?

After the submission, you can get the mark immediately. You can also check the feedback tab to look at the correct answers. Please talk to your tutors if you have any question about the feedback.

6. Can I take the test twice?

No. There is one attempt only.

7. What if I miss the test for my own lab group?

You should take the test at your scheduled lab session. However, you might be able to attend the later sessions. All the lab sessions of this modules are scheduled on Friday from 9:00 – 13:00 at 2Q12 and 3Q85 respectively.

However, if you cannot take the test on 8th Dec, you must talk to the student advisor for the adjustment.

8. What's the knowledge scope for the test?

The test covers the lecture slides from Week 5 to Week 9. The following is the summary of materials which might be assessed in the test.

Week 5: The App Lifecycle and UI Design

1. Six methods (onCreate, onStart, onResume, onPause, onStop and onDestroy) in the Android app lifecycle, and when they are called?
2. Design fundamentals for UI/UX

Week 6: Requirement, Wireframes and Composites

1. What should we consider during the app requirement analysis stage?
2. What's the purpose of a wireframe and what should be included in the wireframe?
3. What's the benefit of using composites in app design after the wireframe stage?
4. What do we need design patterns for mobile apps development?

Week 7: Frameworks and Standards

1. What is MVC and how and when views and models communicate?
2. What is MVVM, how views and models communicate?
3. What's the difference between MVC and MVVM?
4. How to measure the app quality?
5. What is API, and what benefit to use API in app development?

Week 8: iOS and Android

1. Pros and cons of using iOS
2. Pros and cons of using Android
3. Why Kotlin or Swift replaces Java or Objective-C?
4. Difference between iOS and Android in navigation, alert, and design guidelines

Week 9: Cross Platform Apps and HarmonyOS

1. Pros and cons of using cross-platform
2. The difference between HarmonyOS and iOS Android

9. Some Test example questions?

All questions are multiple choice questions, there is ONE correct answer. All questions are concept-based, and have no calculation and no coding.

There are three examples:

Q1: Which method is called when an Android app's process is terminated by the system, and the app is removed from memory?

A) onCreate()

B) onPause()

C) onDestroy()

D) onStop()

Q2: What is the primary purpose of a wireframe in app design?

A) To provide a detailed visual representation of the final app

B) To showcase the app's colour scheme and branding

C) To outline the structure and layout of the app's user interface

D) To test the functionality of app features

Q3: What is a potential disadvantage of using the MVC pattern in large-scale applications?

A) Improved modularity and code organization

B) Difficulty in maintaining consistent communication between components

C) Enhanced scalability

D) Reduced separation of concerns