Student name: _____

Date: _____

Course: Professor: Semester:	CST594 - Mobile Computing Dr. Tim Lindquist Spring 2013
Native Android App Development Quiz Questions	
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- Direction: Circle the correct response for each question -

1) Which Android platform release is most common use today on Android devices?
   a) Gingerbread (SDK 2.3 – 2.3.2) about 46% of
   b) Honeycomb (SDK 3.1, 3.2)
   c) Jelly Bean (SDK 4.1, 4.2)
   d) Ice Cream Sandwich (SDK 4.0.3, 4.0.4)

2) Which of the following is true about Android and the Hardware?
   a) In the platform, there is no difference between the built-in applications and applications created with the SDK.
   b) It is a software environment built for mobile devices leveraging its Linux kernel to interface with the hardware.
   c) It is not an open source platform.
   d) Both A and B.

3) Components of the underlying OS are written in _____, while user and built-in applications are built for Android in _____?
   a) Java, Java
   b) Java, C/C++
   c) C/C++, Java
   d) None of the above

4) Which layer is not included in the architecture diagram of an Android Platform?
   a) Application
   b) Application framework
   c) Linux kernel
   d) Data interchange
   e) Libraries

5) Which is not included in the Android Software Development Kit (SDK)?
   a) Android OS
   b) Debugger
   c) Handset emulators
   d) Documentations
   e) Tutorials

6) Which specific characteristic does not differentiate the Dalvik Virtual Machine (DVM) from other standard VMs?
    a) Use a register-based architecture
    b) Use it own 16-bit instruction set that works directly on local variables
    c) Use Java Virtual Machine compatible .class without conversion
    d) Use less space
    e) It is just a Just-In-Time compiler

7) Which of the following files are advised to not modify?
    a) R file
    b) Manifest file
    c) Build file
    d) MainActivity file
    e) Both A and C

8) Android project can be run on multiple devices (in Eclipse) at the same time?
    a) True
    b) False

9) Which of the following folder(s) are auto-generated on starting a new Android project in Eclipse?
    a) Gen
    b) Src
    c) Classes
    d) Both A and B

10) During the initialization of your Activity, _____ might be used to set the layout resources to define the UI of your Activity.
    a) addContentView(View view, ViewGroup.LayoutParams params)
    b) getLayoutInflater()
    c) setContentView(int layoutResID)
    d) startActivity(Intent intent)

11) Which of the following is not a method of the Activity class that user can override while implementing his/her own Activity?
    a) onCreate()
    b) onResume()
    c) onPause()
    d) onKill()

12) _____ is the auto generated file which contains resource IDs for all the resources in your res/ directory.
   a) String.xml
   b) Main.java
   c) Menu.xml
   d) R.java

13) Each activity used by the app should be registered in the AndroidManifest.xml?
   a) True
   b) False

14) Why do we use AndEngine?
   a) Free and open source
   b) Most important aspects of every game are covered by the engine already
   c) Powerful documentation and full tutorial
   d) Great examples
   e) A, B, and D

15) From the structure point of view, which of the following is correct?
   a) BaseGameActivity > Engine > Scene = Camera > Textures > Entities
   b) BaseGameActivity > Engine > Entities > Scene = Camera > Textures
   c) BaseGameActivity > Camera > Engine > Scene = Entities > Textures
   d) BaseGameActivity > Engine > Scene = Camera > Entities > Textures
   e) BaseGameActivity > Engine > Camera >Scene > Entities > Textures

16) Best way to start with AndEngine?
   a) Follow the official tutorial, it's great
   b) The readme document in AndEngine will walk me through
   c) Find an example, whether it's an official one or others', start from there
   d) There's a plugin of AndEngine, don't worry
   e) It's easy to start with, don't panic

17) A process is the same thing as a thread in Java
   a) True
   b) False

18) A daemon thread does not block the JVM from stopping, even if it's running.
   a) True
   b) False

19) You can open a socket on the UI thread of your Android app.
   a) True
   b) **False**

20) Google Maps version 2 API is now distributed as a part of _____?
   a) Google API 17
   b) Android API 17
   c) **Google Play Services**
   d) Google Play APK expansion Library

21) Which Library should be included for applications with API level 12 or lower to access Google Maps Android API version 2?
   a) **Android Support Library**
   b) Google Play Licensing Library
   c) Google Play Billing Library
   d) Google Analytics SDK library

22) Which permissions should be added to Android Manifest file to access Google Maps API?
   a) Android.permission.INTERNET
   b) Com.google.android.providers.gsf.permission.READ_GSERVICES
   c) Android.permission.WRITE_EXTERNAL_STORAGE
   d) **All of the above**

Bonus Question:

23) Base on Android's structure for its release name, which of the following name is most appropriate for next coming release?
   a) French Fries
   b) Big Mac
   c) Pumpkin pie
   d) **KitKat bar**