

UNIT 1

Checkpoint questions

1. What are the five basic components in Worklight?
2. How does direct update work?

Checkpoint answers

1. Worklight Studio, Server, console, device runtime, and Application Center.
 2. Download an application from an Application Store; then check Worklight Server for updates. There is also a check when an application gets focus.
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UNIT 2

Checkpoint questions

1. True or False: For iOS development, you need the Xcode IDE in addition to Worklight Studio in order to compile an application and test it on an iOS simulator.
2. What is default structure of a Worklight application?
 - a) A single HTML file, and a number of CSS and JS files
 - b) A single CSS file, and a number of HTML and JS files
 - c) A number of HTML, JS, and CSS files
 - d) A single HTML, single JS, and a single CSS file
3. The purpose of adding an environment to an application is to:
 - a) Import a specific platform SDK into Worklight Studio
 - b) Allow you to write customized code for a specific platform
 - c) Define an extra Worklight Server where you can deploy the application

Checkpoint answers

1. True.
2. a. A single HTML file, and a number of CSS and JS files.

3. b. Allow you to customize the application for a specific target platform.

UNIT 3

Checkpoint questions

1. What changes when you toggle Design mode?
2. Why might you want to shake your mobile device?
3. Can multiple skins be combined simultaneously on one device?
4. Name four categories of mobile patterns

Checkpoint answers

1. Design mode can be set either to show the page as it finally looks, or to show placement guides around elements.
 2. The shake gesture can be used to get a no-rebuild preview of your code.
 3. No. A skin definition is exclusive.
 4. Authentication, Configuration, Lists, and Navigation.
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UNIT 4

Checkpoint questions (1 of 2)

1. What is messages.js used for?
 - a) This file contains the texts of application prompts
 - b) This file contains the texts of error messages that the application can show
 - c) An internal framework file, it is used to store system messages for debugging purposes
 - d) This file contains strings that can be used for application elements
2. Which API can be used across all environments to debug the Worklight application?

- a) console.log
- b) console.debug
- c) WL.Logger.debug
- d) WL.Debugger.log

Checkpoint questions (2 of 2)

3. A tab bar is an example of ...

- a) A busy indicator
- b) A simple dialog box
- c) An options menu
- d) A common control

4. To display a modal activity indicator, you can use ...

- a) WL.SimpleDialog
- b) WL.BusyIndicator
- c) WL.OptionsMenu
- d) WL.TabBar

Checkpoint answers

1. d. This file contains strings that can be used for application elements.

2. c. WL.Logger.debug.

3. d. A common control.

4. b. WL.BusyIndicator.

UNIT 5

Checkpoint questions

1. Which of the following correctly describes encrypted cache?

- a) Encrypted cache is stored in the device native storage. Its size is limited by the free space on a device. Large amounts of data can be stored.
- b) HTML5 WebStorage is used for storing encrypted cache. The amount of data that is stored in it is limited to several megabytes.

- c) Encrypted cache is stored on Worklight server. Its size is limited by the free space in the Worklight Server database. Large amounts of data can be stored.
- d) Encrypted cache is stored in virtual memory. Its size is limited by the device RAM and it is erased each time that the user closes the application.

2. Which of the following APIs is synchronous and does not require callbacks to be set up?

- a) WL.EncryptedCache.open
- b) WL.EncryptedCache.read
- c) WL.EncryptedCache.destroy

Checkpoint answers

1. b. HTML5 WebStorage is used for storing encrypted cache; therefore the amount of data that is stored in it is limited to several megabytes.

2. a, b, and c. All encrypted cache APIs are asynchronous and require setting up callbacks for success and failure.

UNIT 6

Checkpoint questions

1. True or false: CSS syntax and behavior vary across environments.
2. What files or folders must you add as a minimum when you add jQuery to a project?
3. In which environments can you develop applications with Dojo?
 - a) iPad
 - b) Android
 - c) Windows Phone 8
 - d) BlackBerry

Checkpoint answers

1. True.

2. The images folder, the jquery.mobile-*.css file, and the jquery.mobile-*.js file.
 3. a, b, and d.
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UNIT 7

Checkpoint questions

1. True or False: In order to use the Apache Cordova API in Worklight, you must manually add the Cordova library files to your project folder.
2. True or False: All of the Apache Cordova standard APIs are accessible through the navigator namespace.
3. Which of the following steps are required to develop an Apache Cordova plug-in?
 - a) Define the plug-in in a Cordova configuration or properties file
 - b) Create a native class to implement the plug-in functionality
 - c) Create a JavaScript wrapper to access the native code

Checkpoint answers

1. False. The Apache Cordova framework is integrated into Worklight and is immediately available for use by Worklight applications.
2. False. Most of the standard APIs are accessible through the navigator namespace, but a few are accessed through special Cordova objects. For example, the device object is used to retrieve hardware and software information.
3. a, b, and c.

UNIT 8

Checkpoint questions (1 of 2)

1. What are adapters most typically used for?
 - A. Authenticate users
 - B. Retrieve data or perform actions
 - C. Export and deploying applications
 - D. Convert from one protocol to another
2. What is a Worklight SQL adapter designed for?
 - A. Translating actions into plain SQL queries
 - B. Working with RESTful and SOAP-based services
 - C. Implementing JavaScript
 - D. Communicating with any SQL data source

Checkpoint questions (2 of 2)

3. Name one of the three name-value pairs for `invocationData`
4. Name one of the three name-value pairs for `options`
5. Which of the following might hold an array of messages about the result of an invocation:
í errors, isSuccessfull, info, response, items, warnings
6. What is a mashup?

Checkpoint answers

1. B.
 2. D.
 3. Adapter, procedure, parameters.
 4. `onSuccess`, `onFailure`, and `invocationContext`.
 5. errors, info, and warnings.
 6. An aggregation of data or functionality from different sources.
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UNIT 9

Checkpoint questions

1. The Worklight function that is used to invoke a native page from a web page is:

- a) WL.Client.connect
- b) WL.Page.load
- c) WL.NativePage.show
- d) WL.Native.show

2. True or False: On the Android platform, the native page must be implemented as a subclass of UIViewController.

3. True or False: Data that is passed from and received by the web page is in JSON format.

Checkpoint answers

- 1. c. WL.NativePage.show.
- 2. False. On Android, the native page is implemented as an Activity.
- 3. True.

UNIT 10

Checkpoint questions

1. “Defines application metadata and security configuration”:
Which file is this defining?

2. In an Android application, you need to add an internet permission.
Which file do you edit?

- a) AndroidManifest.xml
- b) application_descriptor.xml
- c) worklight.properties
- d) android_config.xml

3. On iOS, you create a WLProcedureInvocationData object and specified the adapter name. What else must be specified?

Checkpoint answers

1. application_descriptor.xml.
 2. a. AndroidManifest.xml.
 3. Procedure name.
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UNIT 11

Checkpoint questions

1. The server component that receives credentials from the authenticator, validates them, and builds the user identity object is
 - a) The authentication realm
 - b) A basic web form
 - c) The LTPA token
 - d) The login module
2. Authentication settings are configured in which file?
 - a) authenticationConfig.xml
 - b) sas.client.props
 - c) application-descriptor.xml
 - d) plugin-cfg.xml
3. True or False: Any login module can be used in the adapter-based authentication as an extra authentication layer.

Checkpoint answers

1. d. The login module.
 2. a. authenticationConfig.xml.
 3. True.
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UNIT 12

Checkpoint questions

1. On which platforms are location services supported?

2. What is an acquisition policy?
3. Name the three parameters that startAcquisition() requires.
4. Why does LiveTracking have `maximumAge = 0`?
5. True or false: By default, trigger events are not sent immediately to the server.

Checkpoint answers

1. Hybrid Android, iOS, and Windows Phone 8.
 2. Application code on the mobile device that controls the collection of data from device sensors.
 3. policy, triggers, and onFailure.
 4. The maximum age of geo-positions that are returned is zero milliseconds (keep picking up the information).
 5. True.
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UNIT 13

Checkpoint questions

1. Which of the following connections are mandatory for push notifications to work?
 - a) Client application must be able to connect to an APNS/GCM server
 - b) Client application must be able to connect to a Worklight server
 - c) Worklight server must be able to connect to an APNS/GCM server
 - d) All of the above
2. True/False: Push notifications are received only if the application is running.

3. True/False: For push notifications to work, Android devices must be logged in to a Google account.

4. To start receiving push notifications, what must an application first do?

- a) Start up
- b) Subscribe to a push notification event source
- c) Log in to Gmail
- d) Obtain an authentication ID

Checkpoint answers

1. d. All of the above.

2. False. If the application is not running, Push notifications are received and queued.

3. True.

4. b. Subscribe to a push notification event source.

UNIT 14

Checkpoint questions

1. True or false: The Worklight runtime must already be available when the Administration service starts.

2. Which of the following types of component can be deployed through the Worklight console?

- a) .adapter files
- b) .war files
- c) .wlapp files
- d) .jar files

3. True or false: The server customization bundle contains adapter files (server-side code), but not application files (client-side code).

Checkpoint answers

1. False. The Administration service must already be available when the Worklight runtime starts.
 2. a and c.
 3. False. The server customization bundle does not contain adapter files (server-side code) or application files (client-side code).
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UNIT 15

Checkpoint questions (1 of 2)

1. When a shell developer completes developing the shell components, what is the correct way to distribute it to inner application developers?
 - a) Compressing the Worklight project and emailing it to inner application developers
 - b) Committing the Worklight project to a source control management system and telling inner application developers to use source code from it
 - c) The shell developer should not distribute the shell component to inner application developers; they should send their inner applications to the shell developer in order to build them
 - d) Sending the .wlshell shell bundle file to inner application developers
2. Which of the following should not be a part of the shell component?
 - a) Authentication module
 - b) Native functionality JavaScript wrapper
 - c) Application UI components
 - d) Company logotype that should be shared between several applications

Checkpoint answers (1 of 2)

1. d. Sending the .wlshell shell bundle file to inner application developers.
2. c. Application UI components.

Checkpoint questions (2 of 2)

3. True or false: The Application Center is installed as part of the Worklight Server installation.

4. What is the mobile client used for? (choose 2)

- a) Managing local users and groups
- b) Installing applications on a device
- c) Adding an application to the catalog
- d) Viewing feedback from users
- e) Rating applications and leaving comments for developers

Checkpoint answers (2 of 2)

3. True. The Application Center is installed as part of the Worklight Server installation.

4. b. Installing applications on a device

e. Rating applications and leaving comments for developers