Câu 1: What is a key focus in the development of mobile apps?

**A.** Maximizing profit

**B.**Ensuring desktop compatibility

**C.** Enhancing user experience

**D.** Simplifying code complexity

Câu 2: What trend has been observed in mobile device usage from 2017 to 2019?

1. Decline in usage
2. Stable usage rates
3. Increase in usage
4. Shift towards desktop usage

Câu 3: What does UX stand for in mobile app development?

1. User Exchange
2. User Experience
3. User Expansion
4. User Engagement

Câu 4: What should be considered for a good mobile user experience?

1. Large text sizes
2. Complex navigation
3. Minimalist design
4. Frequent updates

Câu 5: What is an important aspect of Mobile HCI?

1. High computational power
2. Visibility of system status
3. Large storage capacity
4. External keyboard support

Câu 6: What is essential in designing the mobile app experience?

1. Frequent advertisements
2. Consistency and standards
3. High cost
4. Complex interfaces

Câu 7: What is vital for mobile app icons?

1. Large size
2. Recognition rather than recall
3. Animation
4. Sound effects

Câu 8: What is an essential characteristic of mobile app design?

1. Complex aesthetics
2. Aesthetic and minimalist design
3. Bright colors
4. Multiple functionalities per screen

Câu 9: What is crucial in ensuring a great user experience in mobile apps?

1. Frequent color changes
2. Consistent UI design
3. Complicated operations
4. High app prices

Câu 10: What impacts the evaluation of mobile app design?

1. The device's color
2. The app's download size
3. Regional culture and historical factors
4. The number of users

Câu 11: What does UI stand for in mobile app development?

1. User Interaction
2. User Interface
3. Unique Interface
4. Unified Interaction

Câu 12: What does UX stand for in the context of mobile app design?

1. User Experience
2. User Extension
3. Unified Exchange
4. Unique Experience

Câu 13: What is a key element of mobile app interaction design?

1. Data storage
2. User gestures
3. Background processing
4. Cloud connectivity

Câu 14: What should be prioritized in mobile-first design?

1. Desktop compatibility
2. Mobile screen layouts
3. Print media formats
4. Large screen displays

Câu 15: In terms of touch ergonomics, what should be considered for finger-friendly design?

1. Screen brightness
2. Thumb zone
3. Battery life
4. Processor speed

Câu 16: What is a key factor in behavior-based design for mobile apps?

1. Color schemes
2. Leveraging user behavior patterns
3. App download size
4. Server response time

Câu 17: What is an example of context-aware design in mobile apps?

1. Multi-language support
2. Location awareness features
3. Cross-platform compatibility
4. Social media integration

Câu 18: What does Material Design, developed by Google, focus on?

1. Minimalistic design
2. 3D animations
3. Grid layouts, responses, and depth effects
4. Monochrome color schemes

Câu 19: What is a principle of the Human Interface Guidelines by Apple?

1. User control
2. Focus on text content
3. Avoiding direct manipulation
4. Limiting feedback

Câu 20: What does a 'Flat navigation structure' mean in mobile apps?

1. No navigation
2. Hierarchical content organization
3. Single screen apps
4. Content grouped into categories with top-level views

Câu 21: How is 'Stack Navigation' characterized in mobile apps?

1. Linear, time-based navigation
2. No back functionality
3. Stacking screens in a hierarchical design
4. Navigation through external links

Câu 22: What is a characteristic of Horizontal Navigation in mobile apps?

1. Use of vertical scroll bars
2. Navigation through a series of dropdown menus
3. Navigation via tab bars, with each screen displayed at the same level
4. Use of a single, unchanging screen

Câu 23: What is an example of Gesture-Based Navigation in mobile apps?

1. Typing on a virtual keyboard
2. Using a mouse
3. Swiping and tapping on the screen
4. Voice commands

Câu 24: What is the primary advantage of web applications in mobile app development?

1. High performance
2. No need to update the mobile app
3. Access to all native APIs
4. Access to all native APIs

Câu 25: In a hybrid app, what technology is typically used to display web content?

1. WebView
2. CSS
3. JavaScript
4. Native UI

Câu 26: One of the disadvantages of web applications is

1. High development cost
2. Difficulty accessing native APIs
3. Limited to Android devices
4. Requires constant internet connection

Câu 27: Which of the following is an advantage of hybrid applications?

1. High speed processing
2. Native look and feel
3. Not dependent on the network
4. Easy to match the native interface

Câu 28: What is a major advantage of cross-compiled apps?

1. Simplicity in coding
2. Speed comparable to native apps
3. Independence from design guidelines
4. No need for app store distribution

Câu 29: In the context of cross-platform development, what does PWA stand for?

1. Progressive Web Application
2. Platform Web Architecture
3. Programming Web Application
4. Professional Web Analysis

Câu 30: What does mobile app architecture encompass?

1. Only the device hardware
2. Only the server system
3. Both the device hardware and the server system
4. Neither the device hardware nor the server system

Câu 31: Which of the following is not a characteristic of a good system architecture?

1. Uniformity
2. Transparency
3. Complexity
4. Portability

Câu 32: Which of these is a substandard of HTTP for data exchange in mobile programming?

1. TCP/IP
2. WAP
3. SSL
4. FTP

Câu 33: What is the main purpose of the MVC architectural pattern in iOS?

1. Data storage
2. User authentication
3. Application design
4. Network communication

Câu 34: Which of the following is a feature of iOS application architecture?

1. Open source
2. Based on the Linux platform
3. Uses Cocoa Touch
4. Primarily uses JavaScript

Câu 35: Which architecture is referred to when applications have access to external computers via HTTP requests?

1. MVC/MVVM
2. Client/server
3. Peer-to-peer
4. Cloud-based

Câu 36: What does 'sandbox' refer to in Android app architecture?

1. A testing environment
2. A storage area for each app
3. A user interface element
4. A programming language

Câu 37: Which is not a component of Flutter's main architecture?

1. Flutter engine
2. Widgets
3. Platform library
4. Integrated Development Environment (IDE)

Câu 38: What is the main advantage of cross-platform application development?

1. High performance
2. Platform-specific design
3. Code reusability
4. Enhanced security

Câu 39: In iOS architecture, what is Cocoa Touch primarily used for?

1. Database management
2. Operating system development
3. Interaction with the operating system
4. Web browsing

Câu 40: Which of the following best describes the client/server architecture in mobile app development?

1. An architecture for offline applications
2. An architecture where the server handles most computations
3. An architecture that only uses client-side processing
4. An architecture that requires constant internet connection