Moviles: Design Exam Questions

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Work to develop

Create 25 questions which encapsulates all the information of the first 8 chapters of the book, you should make 1 open ended question.

Close ended questions

1. **Question 1:** Why is fragmentation an issue when devoping mobile apps?

   (a) Low competition between markets

   (b) **Inconsistent user experience across devices**

   (c) Lower development costs

   (d) Increased hardware standardization

2. **Question 2:** Why would you use native apps over the other types?

   (a) They do not require installation

   (b) They work on all platforms without modification

   (c) **They provide better performance and access to device features**

   (d) They are cheaper to develop

3. **Question 3:** What is the most important factor of mobile web applications?

   (a) They use platform specific language

   (b) They cannot run on multiple platforms

   (c) They are prototype applications

   (d) **They are accessed via a web browser**

4. **Question 4:** What is the main characteristic of hybrid mobile applications?

   (a) **They use natrive wrappers to run web content**

    (b) They use platform specific language

    (c) They do not require an internet connection

    (d) They compile on native code

5. **Question 5:** How many steps there are for design thinking?

    (a) 4

    (b) 6

    (c) 3

    (d) **5**

6. **Question 6:** What is the main purpose on the "empathize" phase of design thinking?

    (a) Gather all the benefits which come from data

    (b) Define solutions to problems they have

    (c) Feel sorry for the user and try to console him

    (d) **Understand user perspective, needs and context**

7. **Question 7:** What should you do on the "Ideate" phase of design thinking?

    (a) Analyze the user behavior to gain insights

    (b) Sketch a design pattern to solve the problem

    (c) Make a prototype of the solution

    (d) **Generate a high volume of ideas**

8. **Question 8:** Which are the main types of prototypes?

    (a) sketch, GUI Design, flow chart

    (b) **sketch, wireframe, mockup and prototype**

    (c) sketch, wireframe, UI/UX note based design

    (d) PhotoFlow, Mockup, Context Canva

9. **Question 9:** What is the purpose of an empathy map?

    (a) To create a detailed business model

    (b) **To understand the users thoughts and feelings**

    (c) To visualize the software architecture of a product

    (d) To track project deadlines

10. **Question 10:** Which is NOT a component found in an empathy map?

    (a) Says

(b) Thinks

(c) **Organizes**

(d) Feels

11. **Question 11:** Which of the following define the main components of a Context Canva?

    (a) Problem and solution, Personas top features, App architectural pattern, Back end services, Constraints

    (b) **Problem and solution, Personas top features, Describe app interaction, Back end services, Constraints**

    (c) Problem and solution, Personas top features, Describe app interaction, List of most important APIs, Constraints

    (d) Personas top features, Describe app interaction, Back end services

12. **Question 12:** What is a good range for the amount of Persona needed?

    (a) **3-5**

    (b) 6-8

    (c) 1-2

    (d) 3-7

13. **Question 13:** Which of the following is an example of a Type 1 business question?

    (a) **How many users accessed the app in the last 24 hours?**

    (b) What do users think about the latest app update?

    (c) How does our feature adoption compare to our competitor's?

    (d) What is the expected increase in sales if we optimize our recommendation engine?

14. **Question 14:** Which of the following is an example of a Type 3 business question?

    (a) How do users navigate through the app?

    (b) **How does Feature A usage compare to Feature B?**

    (c) What percentage of users had crashes while using the app?

    (d) How does personalization improve user engagement?

15. **Question 15:** What is a fuctional scenario?

    (a) A document explaining the business value of a feature

    (b) **A scenario that defines how the Persona will interact with the app**

(c) A summary of market trends affecting business growth

(d) A scenario that describes the impact of multiple problems and how the system will handle it

16. **Question 16:** "How many users have posted a request but have not received any responses in the last 24 hours?" What is the correct type for the given buisness question?

(a) **Type 2**

(b) Type 3

(c) Type 4

(d) Type 1

17. **Question 17:** Which of the following best describes a Design System?

(a) A collection of unrelated UI components

(b) A static document listing design rules

(c) **A comprehensive set of guidelines, principles, components, and rules that of a products user interface**

(d) A tool used only for branding and marketing materials

18. **Question 18:** What is the purpose of a Design Metaphor?

(a) **Real world reference**

(b) Decoration

(c) Abstract UI flows

(d) Aesthetic appeal

19. **Question 19:** What is a key UI design tip?

(a) **Simple and intuitive**

(b) Many pop ups

(c) Complex effects

(d) Only trernd based

20. **Question 20:** What is the main role of the Android Debug Bridge (ADB)?

(a) **To enable communication between a developer machine and an Android device for debugging and file transfers**

(b) To compile Java code into Dalvik bytecode

(c) To handle UI layouts and animations

(d) To execute SQL queries in Android applications

21. **Question 21:** What are the main layers of the Andriod Stack?

    (a) Apps, Android framework

    (b) Apps, Android framework, HAL, Linux Kerner

    (c) Apps, libraries, HAL, Linux Kerner

    (d) **Apps, Android framework, librariess, HAL, Linux Kerner**

22. **Question 22:** What is the role of the Android HAL (Hardware Abstraction Layer)?

    (a) Blocks third-party apps

    (b) Connects apps to APIs

    (c) **Links hardware with the Android system**

    (d) Manages app permissions

23. **Question 23:** What is the role of Cocoa Touch in iOS?

    (a) **Provides the UI framework and app features**

    (b) Manages low level system operations

    (c) Handles Bluetooth communication only

    (d) Replaces the iOS kernel

24. **Question 24:** What is an iOS App Bundle?

    (a) **A folder with all app resources like code, images, and settings**

    (b) A type of cloud storage for apps

    (c) A single file containing only source code

    (d) A backup file for app data

Open ended question

Name a software or app you use often. Which architectural style do you think it follows? Why?