1) From which Android version was ART originally introduced?

a. 8.0
b. 6.0
c. 4.4

It was introduced in 4.4, so it became the standard soon after

2) Why did Google introduce DVM in Android?

a. Due to performance issues, because Android is a mobile OS and it has more hardware restrictions than a desktop OS
b. For security reasons, because the DVM can guarantee the isolation among apps
c. For performance reasons because the execution of an app is faster when performed inside a DVM

The third one is not formally wrong, but the first one it's more correct, we must say.

3) A dex file contains

a. the Dalvik bytecode obtained after the compilation of Java, Kotlin and C/C++ source code
b. the Dalvik bytecode obtained after the compilation of Java and Kotlin source code
c. the Dalvik bytecode obtained after the compilation of C/C++ source code

For C/C++ everything is compiled inside shared objects, while Java/Dalvik is bytecode for the machine.

4) Resources are

a. zipped in the APK file in a compressed format
b. compiled into the APK file
c. zipped in the APK file in an uncompressed format

The resources are not compiled, inside the compressed resources there are Manifest/Classes/Resources files compressed.

5) What is the main difference between DVM and ART?

a. The compilation procedure of Dalvik bytecode into machine code
b. The compilation procedure of Java source code into Dalvik bytecode
c. The compilation procedure of Java source code into binary code

6) What is the main criterion used by the current Android versions to compile an app code AOT?

a. methods that are classified as "hot" ones are compiled AOT
b. by default, all methods of the Android framework are compiled AOT
c. by default, all methods of the developers' custom code are compiled AOT

The mirrored classes are created inside the Android compiler and creates something that can be used for the AOT mechanism.

7) Zygote is...

a. the name of the process in which a system service is executed
b. the name of the process in which an app is executed

c. the parent process of all the apps as the processes they execute in are forked from Zygote

8) What's the difference between the files boot.art and boot.oat?

a. boot.art contains pre-initialized classes and objects from the Android framework, while boot.oat contains pre-compiled classes from the Android framework
b. boot.art contains pre-initialized classes and objects from the developers' custom code, while boot.oat contains pre-compiled classes from developers' custom code
c. boot.oat contains pre-initialized classes and objects from the developers' custom code, while boot.art contains pre-compiled classes from developers' custom code

The part of the framework is inside the ART files, which happens just copy-pasting inside Android files, while developers' code in the answer does not matter.

9) Disassembling means...

a. Obtaining the uncompressed Dalvik bytecode from the compressed one
b. Obtaining the C/C++ source code from a shared object file
c. Obtaining the Java source code from the Dalvik bytecode

The disassembling procedure revolves around conversion also for C/C++ files, but here we take the bytecode and make it in a format which is human-readable. Here there is a mapping between unconverted/converted code.

10) Decompiling means...

a. Obtaining the Dalvik bytecode from the machine code
b. Obtaining the Java source code from the Dalvik bytecode
c. Obtaining the assembly code from a shared object file

The third option is again diassembling, the first is again the compiling, while the second option is the right one, where we take the procedure.