

Quiz Submissions - Chapter 12 Quiz

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Attempt 3

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Submission View

Your quiz has been submitted successfully.

chapter 12

Question 1

1 / 1 point

If you charge users for your application, you will receive 70 percent of the application price. Where will the remaining 30 percent be distributed?

- ☒ among the different phone carriers
- ☐ among marketers
- ☐ among advertisers
- ☐ to Google Play

Question 2

0 / 1 point

If you are using a Mac computer, you do not need to install a USB driver to test your app.

- ☒ True
- ☐ False

Question 3

1 / 1 point

Registering at Google Play requires a one-time payment of \$25, which registers you as an Android application developer and enrolls you in a which Google account?

- ☐ Mining
- ☐ Checkout

- ✓ ☒ Merchant
- ☐ Revenue

Question 4

1 / 1 point

The Android platform runs on a variety of devices that offer different screen sizes and pixel densities.

- ✓ ☒ True
- ☐ False

Question 5

1 / 1 point

What does the application icon not replace, but rather serve to identify and brand your app?

- ☐ installation button
- ✓ ☒ launcher icon
- ☐ the description
- ☐ app version

Question 6

1 / 1 point

Android .apk files can be installed and run directly on an Android device.

- ✓ ☒ True
- ☐ False

Question 7

1 / 1 point

Why would one create two resource directories in the strings directory?

- ✓ ☒ to have the application support text in Spanish as well as English
- ☐ to reserve a location for a similar application that person may develop later
- ☐ in order to have their informational app include references
- ☐ so people with other screen types can experience the application just as well

Question 8

1 / 1 point

When uploading an app to Google Play, what takes you through the steps to upload your unlocked application

file?

- ☒ Developer Console
- ☐ App Uploader
- ☐ Google Play Interface
- ☐ App Exporter

Question 9

1 / 1 point

What should be tested in Android apps before publication using different built-in emulators in Android Studio?

- ☐ compatibility and marketability
- ☐ audience and accessibility
- ☒ design and functionality
- ☐ platform and speed

Question 10

1 / 1 point

Before an Android application can be successfully tested, a release-ready package must be created that users can install and run on their Android phones and tablets.

- ☐ True
- ☒ False

Attempt Score: 90 %

Overall Grade (highest attempt): 90 %

Done