

¶ EASY (Q1–Q10)

Q1. OWASP Mobile Top 10 focuses on:

- A. Desktop OS vulnerabilities
- B. Mobile application security risks
- C. Network hardware issues
- D. Cloud infrastructure

Q2. Insecure data storage mainly affects:

- A. Availability
- B. Confidentiality
- C. Performance
- D. Usability

Q3. Weak authentication allows attackers to:

- A. Encrypt data
- B. Bypass login mechanisms
- C. Improve security
- D. Patch apps

Q4. Insecure communication occurs when apps:

- A. Use TLS
- B. Transmit data without encryption
- C. Use certificates
- D. Validate servers

Q5. Client-side injection in mobile apps is similar to:

- A. Buffer overflow
- B. XSS in web applications
- C. SQL backup
- D. Port scanning

Q6. Reverse engineering of APKs allows attackers to:

- A. Improve app performance
- B. Understand app logic and secrets
- C. Patch vulnerabilities
- D. Encrypt code

Q7. Code tampering modifies:

- A. Network traffic
- B. Application binaries
- C. Device firmware
- D. DNS records

Q8. Extraneous functionality refers to:

- A. Extra security features
- B. Hidden or debug features in production apps
- C. App permissions
- D. Network services

Q9. Improper platform usage means:

- A. Using OS APIs incorrectly
- B. Using strong encryption
- C. Enabling SELinux
- D. Following best practices

Q10. Smishing attacks are delivered via:

- A. Email
 - B. SMS messages
 - C. Voice calls
 - D. Bluetooth
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MEDIUM (Q11–Q25)

Q11. Insecure data storage examples include:

- A. Encrypted SharedPreferences
- B. Plaintext credentials in files
- C. Secure keystore usage
- D. Encrypted databases

Q12. Weak authentication often results from:

- A. Multi-factor authentication
- B. Poor session management
- C. Secure tokens
- D. Certificate pinning

Q13. Insufficient cryptography refers to:

- A. Strong encryption algorithms
- B. Incorrect or weak encryption usage
- C. Certificate validation
- D. Hashing passwords

Q14. Insecure authorization allows attackers to:

- A. Access unauthorized features or data
- B. Encrypt files
- C. Improve availability
- D. Patch vulnerabilities

Q15. Intent abuse occurs when:

- A. Intents are encrypted
- B. Components are exported without restriction
- C. Permissions are validated
- D. SELinux blocks access

Q16. Reverse engineering attacks are easier when apps:

- A. Use obfuscation
- B. Lack code obfuscation
- C. Use ProGuard
- D. Use R8

Q17. Repackaging attacks involve:

- A. Updating apps
- B. Modifying and redistributing apps
- C. Encrypting APKs
- D. Signing apps securely

Q18. Runtime manipulation attacks modify apps:

- A. Before installation
- B. During execution
- C. Only at compile time
- D. Only in storage

Q19. WebView vulnerabilities arise when:

- A. JavaScript is disabled
- B. Unsafe JavaScript interfaces are exposed
- C. TLS is used
- D. Certificates are pinned

Q20. Smishing attacks primarily exploit:

- A. Cryptographic flaws
- B. User trust and urgency
- C. Kernel bugs
- D. Network latency

Q21. Android app attack surface includes:

- A. Activities and Services
- B. Broadcast Receivers
- C. Content Providers
- D. All of the above

Q22. Code obfuscation helps defend against:

- A. Network attacks
- B. Reverse engineering
- C. SQL injection
- D. MITM attacks

Q23. Improper platform usage can lead to:

- A. Secure execution
- B. Data leakage and privilege escalation
- C. Faster performance
- D. Better UX

Q24. Static mobile testing focuses on:

- A. Runtime behavior
- B. Source code and APK analysis
- C. Network traffic only
- D. User actions

Q25. Dynamic mobile testing focuses on:

- A. APK signing
 - B. App behavior during execution
 - C. Source code review
 - D. Build process
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HARD (Q26–Q40)

Q26. Insecure data storage becomes critical when:

- A. Device is encrypted
- B. Device is rooted
- C. TLS is enabled
- D. SELinux is enforcing

Q27. Weak authentication combined with insecure storage enables:

- A. DoS attacks
- B. Account takeover
- C. Network scanning
- D. IDS evasion

Q28. Certificate pinning prevents:

- A. SQL injection
- B. Man-in-the-Middle attacks
- C. Reverse engineering
- D. Root detection

Q29. Client-side injection is dangerous because:

- A. Server validates input
- B. Attacker controls execution context
- C. Encryption is used
- D. Permissions are restricted

Q30. Reverse engineering threatens intellectual property by:

- A. Encrypting binaries
- B. Exposing business logic
- C. Improving security
- D. Increasing performance

Q31. Runtime manipulation tools can bypass:

- A. Network firewalls
- B. Client-side security checks
- C. IDS rules
- D. Kernel security

Q32. Improper export of Android components leads to:

- A. Secure IPC
- B. Unauthorized access by other apps
- C. Encryption
- D. OS crash

Q33. Smishing is harder to detect because:

- A. SMS is encrypted
- B. Messages appear legitimate
- C. IDS blocks it
- D. Firewalls prevent it

Q34. Repackaged malware apps often include:

- A. Improved UI
- B. Additional malicious payloads
- C. Stronger encryption
- D. Signed certificates

Q35. Reverse engineering countermeasures include:

- A. Hardcoding secrets
- B. Code obfuscation and tamper detection
- C. Debug flags
- D. Exported components

Q36. WebView JavaScript bridges are dangerous if:

- A. Properly validated
- B. Exposed without access control
- C. TLS is enabled
- D. Cookies are secure

Q37. OWASP Mobile Top 10 differs from Web Top 10 because:

- A. Mobile apps lack backend
- B. Mobile apps involve client-side risks
- C. Web apps are secure
- D. Networks differ

Q38. Static analysis may miss vulnerabilities because:

- A. Code is visible
- B. Runtime behavior is unknown
- C. APK is encrypted
- D. Permissions are declared

Q39. Dynamic analysis limitations include:

- A. No execution
- B. Malware detecting test environment
- C. No reports
- D. No logs

Q40. Secure mobile app defense requires:

- A. One control
- B. Secure coding + testing + platform security
- C. Antivirus only
- D. User ignorance