

likely due to...

○ (A) Network latency 🗸

(B) Hardware malfunctions



Technical Test Result

DESCRIPTION	STATUS
Attempted Questions	0
Blank Answer	15
Basic Correct	0
Optional Correct	0

1. An Android application is a loose collection of content providers, activities, broadcast receivers, and services.
○ (A) True ✓
O(B) FALSE
○ (C)
○ (D)
2. Which of the following is NOT an activity we will be creating for the YAMBA project?
O (A) Preferences Activity
○ (B) Update Activity ✓
O (C) Timeline Activity
O (D) Status Activity
3. The UI begins to behave sluggishly or crash while making network calls, this is

○ (C) Virus on the Server
O(D) Activity manager contains too much.
4. ow does Gargenta approach the problem of the app acting sluggishly due to network latency?
(A) Starting over
○ (B) Switching API levels ○ (C) Refactoring code
○ (D) Multithreading ✓
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5. Treating a UI (User Interface) in Android requires careful use of
O (A) Java and SQL
○ (B) XML and Java ✓
O (C) XML and C++
O (D) Dreamweaver
6. Lists and adapters are more organizational aids than user interface elements in
Android.
○ (A) TRUE ✓
O(B) False
○ (C)
\circ (D)
7. There can be only one running activity at a given time.
○ (A) TRUE ✓
O (B) False
○ (C)
○ (D)
8. Application contexts are independent of the activity life cycle.
○ (A) TRUE ✓
O (B) False
○ (C)
\circ (D)

9. When the activity is not in focus, but still visible on the screen it is in?	
 ○ (A) running state ○ (B) Paused state ○ (C) stopped state ○ (D) destroyed state 	
10. In an explicit intent, the sender specifies the type of receiver.	
 ○ (A) TRUE ○ (B) False ✓ ○ (C) ○ (D) 	
11. ♣ When an activity doesn't exist in memory it is in.	
 ○ (A) Starting state ○ (B) Running state ○ (C) Loading state ○ (D) Inexistent state. 	
12. What file is responsible for glueing everthing together, explaining what the applicatin consists of, what its main building blocks are, ext?	
 ○ (A) Layout file ○ (B) Strings XML ○ (C) R file ○ (D) Manifest file 	
13. While developing Android applications, developers can test their apps on.	
 ○ (A) Emulator included in Android SDK ○ (B) Physical Android phone ○ (C) Third-party Emulators (Youwave, etc.) ○ (D) All three options will work. 	
14. An activity can be thought of as corresponding to what?	
○ (A) A Java project	

○ (B) A Java class ✓○ (C) A method call○ (D) An object field
15. Your Java source code is what is directly run on the Android device.
 ○ (A) True ○ (B) FALSE ✓ ○ (C) ○ (D)