



## **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, a	ctivities,	broadcast
receivers, and services.		

- (A) True ✓
- (B) FALSE
- O(C)
- O(D)

2. If the UI begins to behave sluggishly or crash while making network calls, this is likely due to...

- (A) Network latency 🗸
- $\circ$  (B) Hardware malfunctions
- $\bigcirc$  (C) Virus on the Server
- $\bigcirc$  (D) Activity manager contains too much.

3. ♣ Creating a UI (User Interface) in Android requires careful use of...

- $^{\bigcirc}$  (A) Java and SQL
- (B) XML and Java 🗸

○ (C) XML and C++ ○ (D) Dreamweaver
4. Lists and adapters are more organizational aids than user interface elements in Android.
<ul> <li>○ (A) TRUE ✓</li> <li>○ (B) False</li> <li>○ (C)</li> <li>○ (D)</li> <li>5. * Services have any user interface components</li> </ul>
<ul> <li>○ (A) TRUE</li> <li>○ (B) False ✓</li> <li>○ (C)</li> <li>○ (D)</li> </ul>
6. When the activity is not in focus, but still visible on the screen it is in?
<ul> <li>○ (A) running state</li> <li>○ (B) Paused state </li> <li>○ (C) stopped state</li> <li>○ (D) destroyed state</li> </ul>
7. A In an explicit intent, the sender specifies the type of receiver.
<ul> <li>○ (A) TRUE</li> <li>○ (B) False ✓</li> <li>○ (C)</li> <li>○ (D)</li> </ul>
8. Hat is an Activity?
<ul> <li>○ (A) A single screen the user sees on the device at one time ✓</li> <li>○ (B) A message sent among the major building blocks</li> <li>○ (C) A component that runs in the background without any interface.</li> <li>○ (D) Context referring to the application environment.</li> </ul>

9. When an activity doesn't exist in memory it is in.
<ul> <li>○ (A) Starting state</li> <li>○ (B) Running state</li> <li>○ (C) Loading state</li> <li>○ (D) Inexistent state.</li> </ul>
10. The XML file that contains all the text that your application uses.
<ul> <li>○ (A) stack.xml</li> <li>○ (B) text.xml</li> <li>○ (C) strings.xml</li> <li>○ (D) string.java</li> </ul>
11. What file is responsible for glueing everthing together, explaining what the applicatin consists of, what its main building blocks are, ext?
<ul> <li>○ (A) Layout file</li> <li>○ (B) Strings XML</li> <li>○ (C) R file</li> <li>○ (D) Manifest file </li> </ul>
12. While developing Android applications, developers can test their apps on.
<ul> <li>○ (A) Emulator included in Android SDK</li> <li>○ (B) Physical Android phone</li> <li>○ (C) Third-party Emulators (Youwave, etc.)</li> <li>○ (D) All three options will work.</li> </ul>
13. What is the driving force behind an Android application and that ultimately gets converted into a Dalvik executable?
<ul> <li>○ (A) ava source code. </li> <li>○ (B) R-file.</li> <li>○ (C) the emulator.</li> <li>○ (D) the SDK</li> </ul>
14. An activity can be thought of as corresponding to what?

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