



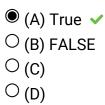
Technical Test Result

DESCRIPTION	STATUS
Attempted Questions	15
Blank Answer	0
Basic Correct	6
Optional Correct	0

1. Although most people's first thought when they th	nink of Android is Google, Android is
not actually owned by Google. Who owns the Android	platform?

0	(A) Oracle Technology
	(B) Dalvik
0	(C) Open Handset Alliance
0	(D) Open Handset Alliance

2. An Android application is a loose collection of content providers, activities, broadcast receivers, and services.



3. $\frac{7}{8}$ If the UI begins to behave sluggishly or crash while making network calls, this is likely due to...

O (A) Network	latency	~
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(B) Hardware malfunctions
O (C) Virus on the Server
O (D) Activity manager contains too much.
4. Treating a UI (User Interface) in Android requires careful use of
O (A) Java and SQL
O (C) XML and C++
O (D) Dreamweaver
5. What built-in database is Android shipped with?
○ (A) SQLite ✓
(B) Apache
○ (C) MySQL
O (D) Oracle
6. Lists and adapters are more organizational aids than user interface elements in Android.
○ (A) TRUE ✓
(B) False
O(C)
\circ (D)
7. ♣ Services have any user interface components
O (A) TRUE
⊕ (B) False ✓
○ (c)
○ (D)
8. The when the activity is not in focus, but still visible on the screen it is in?
O (A) running state
O (C) stopped state
(b) stopped state
O (D) destroyed state

9. The sender specifies the type of receiver.
 ○ (A) TRUE ● (B) False ✓ ○ (C) ○ (D)
10. The work when an activity doesn't exist in memory it is in.
 ○ (A) Starting state ○ (B) Running state ● (C) Loading state ○ (D) Inexistent state.
11. The XML file that contains all the text that your application uses.
 ○ (A) stack.xml ○ (B) text.xml ● (C) strings.xml ○ (D) string.java
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?
O (A) A Java project

○ (B) A Java class 🗸
O (C) A method call
(D) An object field
15. The Emulator is identical to running a real phone EXCEPT when emulating/simulating what?
O (A) Telephony
O(B) Applications
○ (C) Sensors ✓
(D) The emulator can emulate/simulate all aspects of a smart phone.