



Technical Test Result

DESCRIPTION	STATUS
Attempted Questions	11
Blank Answer	4
Basic Correct	5
Optional Correct	0

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

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

2. Which of the following is NOT an activity we will be creating for the YAMBA project?

- (A) Preferences Activity
- (B) Update Activity 🗸
- O(C) Timeline Activity
- O(D) Status Activity

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

- (A) Network latency
- (B) Hardware malfunctions

○ (C) Virus on the Server○ (D) Activity manager contains too much.	
4. Creating a UI (User Interface) in Android requires careful use of	
 (A) Java and SQL (B) XML and Java ✓ (C) XML and C++ (D) Dreamweaver 	
5. Lists and adapters are more organizational aids than user interface elemen Android.	ts in
(A) TRUE ✓(B) False(C)(D)	
6. There can be only one running activity at a given time.	
(A) TRUE ✓(B) False(C)(D)	
7. ♣ Services have any user interface components	
○ (A) TRUE○ (B) False ✓○ (C)○ (D)	
8. 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 	

9. $^{\frac{2}{5}}$ In an explicit intent, the sender specifies the type of receiver.
 ♠ (A) TRUE ○ (B) False ✓ ○ (C) ○ (D)
10. ♣ When an activity doesn't exist in memory it is in.
 ○ (A) Starting state ○ (B) Running state ○ (C) Loading state ○ (D) Inexistent state. 11. Which of the following is the most "resource hungry" part of dealing with Activities on Android.
 ○ (A) Closing an app ○ (B) Suspending an app ○ (C) Opening a new app ✓ ○ (D) Restoring the most recent app
12. 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.
13. The Android Software Development Kit (SDK) is all you need to develop applications for Android.
(A) True ✓(B) FALSE(C)(D)
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. The work of the second of
- (A) Application Package
- (B) Application Program Kit 🗸
- (C) Android Package 🗸
- (D) A 🗸