Technical Test Result

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

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

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

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

○ (A) True ✔
○ (B) FALSE
○ (C)
○ (D)

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 elements in Android.

○ (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. ★ Broadcast receivers are Android's implementation of a system-wide publish/subscribe mechanism, or more precisely, what design pattern?

○ (A) Observer ✔

○ (B) Facade

○ (C) Mediator

○ (D) Command

8. ★ Services have any user interface components

○ (A) TRUE

○ (B) False ✔

○ (C)

○ (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. ★ 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 ✔

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. ★ 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

14. ★ The Emulator is identical to running a real phone EXCEPT when

emulating/simulating what?

○ (A) Telephony
○ (B) Applications
○ (C) Sensors ✔
○ (D) The emulator can emulate/simulate all aspects of a smart phone.

15. ⭐ Your Java source code is what is directly run on the Android device.

○ (A) True
○ (B) FALSE ✔
○ (C)
○ (D)