

Chapter 01 - Voila%21 Meet the Android

True / False

1. A smartphone is a typical name for a mobile device that can perform multiple functions in addition to acting as a phone.

a. True

b. False

ANSWER: True

2. Mobile applications are also called "mobs."

a. True

b. False

ANSWER: False

3. There are less than 10,000 Android apps available today.

a. True

b. False

ANSWER: False

4. Because Android is open-source, phone manufacturers do not have to pay to install or use it on their devices.

a. True

b. False

ANSWER: True

5. Android does not support tethering.

a. True

b. False

ANSWER: False

6. The naming system for the different Android versions is based on dessert names.

a. True

b. False

ANSWER: True

7. If you charge for an app you create, the split of profits between you and the wireless carrier is 50/50.

a. True

b. False

ANSWER: False

8. When creating an Android app, it is required to create an object that subclasses the

Activity class.

- a. True
- b. False

ANSWER: False

9. The user interface of an Android app can be specified via Java code or XML files.

- a. True
- b. False

ANSWER: True

10. Even when an emulator is idling, it consumes a significant amount of CPU time.

- a. True
- b. False

ANSWER: True

Multiple Choice

11. ____ is the first open-source technology platform for mobile devices.

- a. Apple iOS
- b. Blackberry OS
- c. Google Android
- d. Microsoft Phone 7

ANSWER: c

12. The ____ is an open-source business alliance of 80 firms that develop standards for mobile devices.

- a. Association of Wireless Computers
- b. Cordless Union
- c. Open Handset Alliance
- d. Mobile Computing Consortium

ANSWER: c

13. A program that duplicates the look and feel of a particular device is called a(n) ____.

- a. application
- b. emulator
- c. operating system
- d. smartphone

ANSWER: b

14. ____ is not a feature supported by the Android platform.

- a. Flash support
- b. IP routing
- c. Onscreen keyboard
- d. Power management

ANSWER: b

15. Android apps are written in ____.

- a. C++
- b. Fortran
- c. Java
- d. Python

ANSWER: c

16. ____ is the most popular tool for writing Java programs and includes an SDK for developing Android programs.

- a. Eclipse
- b. Emacs
- c. NetBeans
- d. Visual Studio

ANSWER: a

17. The first Android version, release 1.0, was introduced in ____.

- a. 2003
- b. 2005
- c. 2008
- d. 2009

ANSWER: c

18. The Eclipse plug-in to develop Android apps is called the Android ____.

- a. Code Bundle
- b. Development Tools
- c. Maintenance Package
- d. Starter Kit

ANSWER: b

19. The emulator mimics almost every feature of a real Android except for the ability to ____.

- a. load programs
- b. place a phone call
- c. play video games
- d. use the Internet

ANSWER: b

20. The latest version of the Android platform is named ____.

- a. Cupcake
- b. Froyo
- c. Honeycomb
- d. KitKat

ANSWER: d

21. SDK stands for ____.

- a. Special Description Kit
- b. Software Development Kit
- c. Standard Domain Knowledge
- d. Support Development Knowledge

ANSWER: b

22. The one-time registration fee to use the Android Market is ____.

- a. \$1.39
- b. \$1.99
- c. \$25
- d. \$99

ANSWER: c

23. Apps written for Android are sold and deployed through an online store called ____.

- a. Factory Apps
- b. Smart Market
- c. Google Play
- d. Mobile Mall

ANSWER: c

24. The ____ is the human-readable title for your application.

- a. application name
- b. class title
- c. external name
- d. program namespace

ANSWER: a

25. The ____ defines the namespace where your code resides in Java.

- a. application address
- b. file extension
- c. package name
- d. program name

ANSWER: c

26. The key to successful usage of an app is a(n) ____ interface.

- a. colorful
- b. intuitive
- c. simple
- d. sophisticated

ANSWER: b

27. The ____ refers to how a user feels when using a particular device.

- a. look and feel
- b. sensory outcome
- c. total perception
- d. user experience

ANSWER: d

28. Files that are automatically generated are placed in the ____ folder.

- a. assets
- b. bin
- c. gen
- d. res

ANSWER: c

29. The ____ folder is where resources such as images and music are kept.

- a. assets
- b. gen
- c. res
- d. src

ANSWER: c

30. The ____ in Eclipse is the window that contains the application folders for a project.

- a. Development Window
- b. Overview Pane
- c. Package Explorer
- d. Window Editor

ANSWER: c

31. A(n) ____ is a container that can hold as many objects as needed.

- a. emulator
- b. layout
- c. switch
- d. workspace

ANSWER: b

32. When you create a new Android project, the default object placed into the emulator window is a ____.

- a. Button
- b. CheckBox control
- c. TextView control
- d. Volume control

ANSWER: c

33. A(n) ____ is a single element such as a TextView, Button, or CheckBox control.

- a. app
- b. layout
- c. modality
- d. widget

ANSWER: d

34. The Android ____ editor displays form widgets that you place on the user interface using the drag-and-drop method.

- a. Drag-and-Drop
- b. Object Layout
- c. User Interface Layout
- d. Widget Control

ANSWER: c

35. When using a Windows system, you need to install a(n) ____ to deploy an app to an Android device.

- a. device driver
- b. emulator
- c. smartphone
- d. template

ANSWER: a

Completion

36. The Android source code was released under the _____, meaning the source code is freely available to download.

ANSWER: Apache licenseapache license

37. There are nearly _____ billion Android phones in use worldwide today.

ANSWER: 1

38. The _____ feature in the Android platform allows game developers to make use of gyroscopic, gravity, barometric, and other motion information.

ANSWER: optimized gaming

39. Java is a(n) _____ language, which encourages good software engineering practices such as code reuse.

ANSWER: object-orientedobject oriented

40. To confirm the _____ of their app, developers should test it on several

versions of Android.

ANSWER: stability

41. To _____ touching the screen in an emulator, you can use the mouse by clicking the screen.

ANSWER: simulate

42. After you write and test a program, you compile the app into an Android package file with the filename extension _____.

ANSWER: .apk

43. Your app must first pass a set of _____ before you can publish it to Google Play.

ANSWER: minimum standards

44. You are creating an Android app called "My Calendar" for the Web site timesavers.org. The recommended package name for your app is _____.

ANSWER: org.timesavers.mycalendar

45. The Web address of the Amazon appstore is _____.

ANSWER:

<http://amazon.com/appstore>amazon.com/appstore[www.amazon.com/appstore](http://amazon.com/appstore)

46. Suppose you have a USB drive called "Toledo" mounted on a Mac. The path to the USB drive is _____.

ANSWER: /Volumes/Toledo

47. The TextView is a specific type of _____.

ANSWER: widget

48. To change the text displayed by a TextView control in its element XML, you change the _____ property.

ANSWER: android:text

49. To execute an Android app in the emulator, you use items in the _____ menu.

ANSWER: Run

50. To delete a project from the project workspace, the three steps to perform are: 1) right-click the project name in the _____, 2) select Delete, and 3) click OK.

ANSWER: Package Explorer

