

Chapter 01: Voilà! 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 fewer 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 and publish through Google Play, the split of profits between you and the wireless carrier is 50/50.

- a. True
- b. False

ANSWER: False

8. In Android Studio, you choose the Basic Project rather than the Empty Activity template when you want to begin with a simpler code skeleton that allows you to quickly get started.

- a. True
- b. False

ANSWER: False

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

Name _____ Class _____ Date _____

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- 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. The first open-source technology platform for mobile devices was _____.

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

ANSWER: c

12. The open-source business alliance of 80 firms that develop standards for mobile devices is called the _____.

- a. Association of Wireless Computers
- b. WC3
- c. Open Handset Alliance
- d. Mobile Computing Promotion Consortium

ANSWER: c

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

- a. IDE
- b. emulator
- c. operating system
- d. SDK

ANSWER: b

14. Which of the following features is not supported by the Android platform?

- a. facial recognition
- b. IP routing
- c. on-screen keyboard
- d. power management

ANSWER: b

15. Most Android apps are written in _____.

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

ANSWER: c

16. Which of the following programming languages can be used to code Android apps because it interoperates with Java and runs on the Java Virtual Machine (JVM)?

- a. Kotlin
- b. JavaScript
- c. Python
- d. C++

ANSWER: a

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

- a. 2003
- b. 2005

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- c. 2008 d. 2009

ANSWER: c

18. Imagine that a few days ago you created and worked on a project in Android Studio, then saved it and closed Studio. Now you'd like to work on your app project some more. What should you do?

- a. Open Android Studio and click on the green arrow in the toolbar. b. Open Android Studio and click the name of the project in the Recent Projects column.
c. Open Android Studio; the most recently saved project should automatically load. d. Open Android Studio, click the New Project button, and navigate to the path of the saved project.

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 as of October 2022 is ____.

- a. 12.0, named Cupcake b. 10.0, internally known as Quince Tart
c. 6.0, named Marshmallow d. 13.0, internally known as Tiramisu

ANSWER: d

21. In the context of Android Studio, SDK stands for ____.

- a. Studio device kit b. software development kit
c. standard domain knowledge d. support development knowledge

ANSWER: b

22. The one-time registration fee to deploy apps through Google Play is ____.

- a. \$50 b. \$1.99
c. \$25 d. \$99

ANSWER: c

23. Apps written for Android are sold and deployed through ____.

- a. two online stores, the iTunes App Store and Google Play b. a single online store called Google Play
c. two online stores, Google Play and the Amazon Appstore d. multiple online stores, including the iTunes App Store and the Amazon Appstore

ANSWER: c

24. When you are creating an Android project in Android Studio, you enter the human-readable title for your application in the ____ field.

- a. name b. API
c. package name d. form factor

ANSWER: a

25. The Java namespace where your source code resides is known as the ____.

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- a. save location
- 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. What term refers to how a user feels when using a particular device?

- a. form factor
- b. sensory outcome
- c. project view
- d. user experience

ANSWER: d

28. Which Android Studio project folder includes an XML file that contains all the information about the application that Android needs to run?

- a. assets
- b. java
- c. manifests
- d. res

ANSWER: c

29. Within the project view in Android Studio, which folder is where resources such as images and music are kept?

- a. assets
- b. manifests
- c. res
- d. xml

ANSWER: c

30. What do you need to do before you can fully test an app using a particular device emulator in Android Studio?

- a. Close your Studio project, open it again, and open the activity_main.xml file.
- b. Change the device for preview to the particular device you wish to test for.
- c. Install the device emulator as a virtual device under the Device Manager.
- d. Nothing; once Studio is installed, you can fully test your app on any selected device during design.

ANSWER: c

31. Within the Android SDK, a container that can hold as many objects as needed is called a(n) _____.

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

ANSWER: b

32. When you create a new Android project, the default object placed into the emulator window is a(n) _____.

- a. Button widget
- b. ImageView component
- c. TextView widget
- d. Volume control

ANSWER: c

33. In Android Studio, a single element such as a TextView, Button, or ImageView component is called a(n) _____.

- a. attribute
- b. layout

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c. branch

d. widget

ANSWER:

d

34. What is the Android Virtual Device?

a. an open-source operating system

b. a phone used as a wireless or wired hotspot

c. an emulator configuration displayed in Android Studio

d. a software development kit

ANSWER:

c

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

a. USB driver for your device

b. emulator

c. smartphone management application

d. template within Android Studio

ANSWER:

a

36. The Android source code is freely available for download to anyone at no cost because _____.

a. it was released under the Apache license

b. it was originally developed by Google

c. Android is proprietary, not open source

d. it conforms to Open Handset Alliance standards

ANSWER:

a

37. Which of the following statements is accurate?

a. The majority of U.S. households subscribe to both landline and mobile telephone service.

b. About 28 percent of the world's population owns a smartphone.

c. Worldwide, about 6.6 billion apps and games are downloaded from Google Play each month.

d. Nearly 72 percent of the world's mobile devices run on the Android platform.

ANSWER:

d

38. The Android platform supports the use of a gyroscope, gravity and barometric sensors, linear acceleration, and rotation vectors, which provide the highly sensitive and responsive controls developers need for _____.

a. facial recognition

b. optimized gaming

c. power management

d. 3D graphics

ANSWER:

b

39. The Java language encourages good software engineering practices such as code reuse because _____.

a. it is patterned after the COBOL language

b. it is one of several languages that run on the Java Virtual Machine

c. it is an object-oriented programming language

d. it runs most web browsers, web applications, and servers

ANSWER:

c

40. Developers should use emulators to test their apps on several versions of Android on various devices to confirm their _____.

a. marketability

b. consumer appeal

c. stability

d. business logic

ANSWER:

c

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41. How do you simulate touching a smartphone's or tablet's screen when using the emulator provided with Android Studio?

- a. Click within the emulator view with the mouse.
- b. Start a new Studio project using the Emulator template.
- c. Double-click the activity_main.xml file.
- d. Click the Empty Activity template.

ANSWER:

a

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

- a. .xml
- b. .java
- c. .jar
- d. .apk

ANSWER:

d

43. Before you can publish an app you have written to Google Play, _____.

- a. you must pay an app publication fee on top of the registration fee
- b. the app must meet minimum standards of reliability, efficiency, and performance
- c. you must submit your app to a rigorous standards approval process
- d. the app must already be published through the Amazon Appstore

ANSWER:

b

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

- a. org.timesavers.mycalendar
- b. My Calendar
- c. C:\AndroidStudioProjects\MyCalendar
- d. timesavers.org.mycalendar

ANSWER:

a

45. Which of the following statements is accurate?

- a. You can download Android apps directly to a laptop running Windows 10.
- b. Android apps from the Amazon Appstore are also sold through the Microsoft Store.
- c. Using Android apps on a Microsoft Windows computer requires an Android phone.
- d. Android Apps are compatible with Windows PCs but not with Windows-based tablets.

ANSWER:

b

46. What can you do with the Microsoft Phone Link app?

- a. Emulate a Microsoft phone in Android Studio
- b. Test Android apps on a Microsoft phone
- c. Send and receive text messages
- d. Place voice phone calls

ANSWER:

c

47. In Android Studio, the ImageView is a specific type of _____.

- a. layout
- b. attribute
- c. palette
- d. widget

ANSWER:

d

48. Suppose you are working on an Android Studio project and have just added a TextView component using the Design Editor. To ensure you know the name of this object when you want to modify the Java source code, you should _____.

Name _____ Class _____ Date _____
: _____ : _____ e: _____

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- a. enter a text attribute for the TextView component in the Attributes pane
- b. enter an id attribute for the TextView component in the Attributes pane
- c. click on the TextView component in the Component Tree pane to see its name
- d. switch from Design view to Blueprint view to see its name

ANSWER:

b

49. To execute an Android app in the Android Studio emulator, you _____.

- a. click on one of the widgets in the emulator window
- b. click the flat horizontal line to the right of the emulator description
- c. click the red square on the toolbar
- d. click the green arrow on the toolbar

ANSWER:

d

50. It is important for Android app developers to recognize that _____.

- a. all compatible devices support automatic width-height reversal based on orientation
- b. Android will not automatically scale content to the screen size of the user's device
- c. the screen size of a user's device affects an app's user interface layout
- d. screen resolutions and pixel densities are consistent among compatible devices

ANSWER:

c