

Introduction to Android™ Application Development Test Bank

Fifth Edition

Joseph Annuzzi, Jr.
Lauren Darcey
Shane Conder

ISBN-13: 978-0-13-443363-9
ISBN-10: 0-13-443363-7

Contents

Chapter 1: Presenting Android	4
Multiple Choice Questions	4
Answers and Explanations	6
Chapter 2: Setting Up for Development.....	7
Multiple Choice Questions	7
Answers and Explanations.....	9
Chapter 3: Creating Your First Application	10
Multiple Choice Questions	10
Answers and Explanations.....	12
Chapter 4: Understanding Application Components.....	13
Multiple Choice Questions	13
Answers and Explanations.....	15
Chapter 5: Defining the Manifest	16
Multiple Choice Questions	16
Answers and Explanations.....	18
Chapter 6: Managing Application Resources.....	19
Multiple Choice Questions	19
Answers and Explanations.....	21
Chapter 7: Exploring Building Blocks	22
Multiple Choice Questions	22
Answers and Explanations.....	24
Chapter 8: Positioning with Layouts	25
Multiple Choice Questions	25
Answers and Explanations.....	27
Chapter 9: Partitioning with Fragments	28
Multiple Choice Questions	28
Answers and Explanations.....	30
Chapter 10: Architecting with Patterns.....	31
Multiple Choice Questions	31
Answers and Explanations.....	33
Chapter 11: Appealing with Style	34
Multiple Choice Questions	34
Answers and Explanations.....	36
Chapter 12: Embracing Material Design.....	37
Multiple Choice Questions	37
Answers and Explanations.....	39
Chapter 13: Designing Compatible Applications	40
Multiple Choice Questions	40
Answers and Explanations.....	42
Chapter 14: Using Android Preferences.....	43
Multiple Choice Questions	43
Answers and Explanations.....	45
Chapter 15: Accessing Files and Directories.....	46
Multiple Choice Questions	46

Answers and Explanations.....	48
Chapter 16: Saving with SQLite	49
Multiple Choice Questions	49
Answers and Explanations.....	51
Chapter 17: Leveraging Content Providers.....	52
Multiple Choice Questions	52
Answers and Explanations.....	54
Chapter 18: Learning the Development Workflow	55
Multiple Choice Questions	55
Answers and Explanations.....	57
Chapter 19: Planning the Experience	58
Multiple Choice Questions	58
Answers and Explanations.....	60
Chapter 20: Delivering Quality Applications	61
Multiple Choice Questions	61
Answers and Explanations.....	63
Chapter 21: Testing Your Applications	64
Multiple Choice Questions	64
Answers and Explanations.....	66
Chapter 22: Distributing Your Applications.....	67
Multiple Choice Questions	67
Answers and Explanations.....	69

Chapter 1: Presenting Android

Multiple Choice Questions

1. In which of the following programming languages are Android applications written?
 - a. PHP
 - b. C++
 - c. Java
 - d. HTML
2. Joe receives a pop-up alert on his Android device stating that a friend has challenged him to a game. Which part of the Android application framework does this involve?
 - a. Notifications
 - b. Content
 - c. Intents
 - d. Services
3. Which Android platform service manages the basic user interface on the device?
 - a. `FragmentManager`
 - b. `AccessibilityManager`
 - c. `ClipboardManager`
 - d. `ViewManager`
4. Which of the following benefits is provided by joining the Open Handset Alliance for device manufacturers?
 - a. The ability to license Google Mobile Services (GMS)
 - b. Access to the Android Open Source Project
 - c. The ability to publish applications on Google Play
 - d. No developer registration fee for publishing applications on Google Play
5. To what platform do Android developers currently publish apps?
 - a. Google Play app store
 - b. App Store
 - c. Cydia
 - d. The Android Market
6. Which of the following statistics released by Google at its annual Google I/O conference is factual as of May 2015?
 - a. Android devices ship to over 180 countries.
 - b. Google Play had more than 2 billion active users.
 - c. There were 50 billion app installs in the previous 12 months.
 - d. Angry birds held the number-1 app install for the previous 12 months.
7. What does WAP stand for?
 - a. Wide Area Proxy
 - b. Web Alternative Protocol
 - c. Wireless Access Point
 - d. Wireless Application Protocol

8. Which of the following companies have manufactured Android devices?
 - a. Samsung
 - b. HTC
 - c. Apple
 - d. Motorola

9. What brand of Android devices did Google create?
 - a. Nexus
 - b. Galaxy X
 - c. T-Mobile G1
 - d. Motorola Droid

10. What does API stand for?
 - a. Automatic programming input
 - b. Application programming interface
 - c. Android program interpreter
 - d. Algorithm parse iteration

Answers and Explanations

1. **c.** Android is written in the well-respected Java programming language.
2. **a.** Alerts are part of the notifications to users. Notifications alert users when the app developer would like to let them know that something important happened in the app.
3. **d.** The `ViewManager` handles the user interface and display on the device. The `FragmentManager` manages the fragments of an activity. The `AccessibilityManager` manages accessibility events, facilitating device support for users with physical impairments. The `ClipboardManager` provides the device with access to the global clipboard for cutting and pasting content.
4. **a.** The ability to license Google Mobile Services (GMS)
5. **a.** Developers publish apps to the Google Play app store. The App Store is where iOS developers publish. Cydia is a repository for jailbroken iOS apps. The Android Market was a former name for the Google Play store.
6. **c.** There were 50 billion app installs in the previous 12 months.
7. **d.** WAP is an acronym for Wireless Application Protocol.
8. **a, b, d.** Apple has never manufactured an Android device, but Samsung, HTC, and Motorola have.
9. **a.** The Nexus devices were created by Google to provide the full, authentic Android experience as Google intends. Many developers use these devices for building and testing their applications because they are the only devices in the world that receive the latest Android operating system upgrades as they are released.
10. **b.** API is an acronym for application programming interface.

Chapter 2: Setting Up for Development

Multiple Choice Questions

1. What must developers enable on Android devices in order to install their applications?
 - a. ADTs
 - b. Emulators
 - c. Developer options
 - d. Certificates
2. Which one of the following provides a complete list of specific changes to the Android SDK?
 - a. API Diff Report
 - b. Release Notes
 - c. Overview of Changes
 - d. Errata Notification
3. Who retains all rights to Android apps developed with the SDK?
 - a. Google
 - b. Microsoft
 - c. Android, Inc.
 - d. The developer
4. Which one of the following packages provides encryption support?
 - a. org.json
 - b. javax.*
 - c. android.*
 - d. junit.*
5. What is the official Android development environment?
 - a. Android IDE
 - b. Xcode
 - c. Visual Basic
 - d. Android Studio
6. Megan wants to download and update the development tools while still maintaining backward compatibility. What tool within the IDE will she use?
 - a. Android Compatibility Manager
 - b. Android SDK Manager
 - c. Android Time Manager
 - d. Android Virtual Device Manager
7. Within the IDE, what does a developer use to load Android applications, and test and debug them?
 - a. AVD configuration
 - b. The Android emulator
 - c. A simulator
 - d. Test devices

8. Which setting must you enable on an Android device to install Android applications other than those from the Google Play store?
 - a. Unknown APKs
 - b. Unknown sources
 - c. Unknown applications
 - d. Alternative app stores

9. Android Studio is based on what other IDE?
 - a. Eclipse
 - b. Sublime
 - c. IntelliJ IDEA
 - d. XDA Developer

10. Who owns the copyrights and intellectual property rights to the material in the SDK?
 - a. The developer.
 - b. Google and third parties.
 - c. Android development leads.
 - d. The SDK is open source and not under copyright.

Answers and Explanations

1. **c.** If developers do not enable Developer options, they will not be able to install their applications on Android devices.
2. **a.** An API Diff Report provides a complete list of specific changes to the SDK. The Overview of Changes is a brief description of the major changes to the SDK. The Release Notes are a list of known issues with the SDK.
3. **d.** The developer retains all rights to any Android software developed with the SDK, including intellectual property rights. Developers also retain all responsibility for their own work.
4. **b.** The `javax.*` package provides encryption support. `org.json` provides JavaScript Object Notation support. The Android fundamentals are included in the `android.*` package. `junit.*` supplies functionality for unit-testing.
5. **d.** Android Studio
6. **b.** The Android SDK Manager facilitates Android development across multiple platform versions simultaneously. When a new Android SDK is released, you can use this tool to download and update your tools while still maintaining backward compatibility with older versions of the Android SDK.
7. **b.** The Android emulator is one of the most important tools provided with the Android SDK. You will use this tool frequently when designing and developing Android applications. The emulator runs on your computer and behaves much as a mobile device would. You can load Android applications into the emulator, and then test and debug them.
8. **b.** Unknown sources
9. **c.** IntelliJ IDEA
10. **b.** Google (as the copyright holder of Android) grants you a limited, worldwide, royalty-free, nonassignable, and nonexclusive license to use the SDK solely to develop applications for the Android platform. Google (and third-party contributors) are granting you license, but they still hold all copyrights and intellectual property rights to the material. Using the Android SDK does not grant you permission to use any Google brands, logos, or trade names. You may not remove any of the copyright notices therein. Third-party applications that your applications interact with (other Android apps) are subject to separate terms and fall outside this agreement.

Chapter 3: Creating Your First Application

Multiple Choice Questions

1. Which one of the following terms best describes what allows the developer to pick a device for creating an emulator and determines which platform(s) the app will support?
 - a. API level
 - b. Google APIs
 - c. Build tools
 - d. AVD profile
2. On the Welcome to Android Studio screen, to work with the `BorderlessButtons` sample application, which of the following Quick Start options should you select?
 - a. Start a new Android Studio project
 - b. Open an existing Android Studio project
 - c. Import an Android code sample
 - d. Check out your project from Version Control
3. What is the central configuration file for Android applications?
 - a. `libs/android-support-v4.jar`
 - b. `AndroidManifest.xml`
 - c. `proguard-project.txt`
 - d. `res/layout`
4. In Android Studio, which tab should you use to view breakpoints, step through code, and watch the Logcat logging information about your application?
 - a. Variable Browser
 - b. Step Into
 - c. Debugger
 - d. Android Runtime
5. Which package contains the `Log` class?
 - a. `android.util`
 - b. `java.*`
 - c. `android.support`
 - d. `android.appwidget`
6. Which Android Studio option allows a developer to save time by automatically removing any unused imported classes?
 - a. Fix imports
 - b. Quick includes
 - c. Run optimizations
 - d. Optimize imports
7. What folder is required for all autogenerated files?
 - a. `build/`
 - b. `libs/`
 - c. `src/`
 - d. `main/`