

# Exam Sample

**Exam Title: Android Applications UI/UX Design and Monetization Techniques**

**Exam Code: AND-X03**

Q1- Which of the following is NOT among the UX designer responsibilities? (Select one choice only)

- a- Understanding Users' and Business Needs.
- b- Strategy and Content.
- c- Wireframing and Prototyping.
- d- Visual Design.

Answer: D

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Q2- Which of the following is among the UX designer responsibilities? (Select three)

- a- Execution and Analytics.
- b- Usability and User Feeling.
- c- Testing and Feedback.
- d- Design Look and Feel.

Answer: a, b, c

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Q3- Fill in the blank of the following sentence with one of the choices below:

..... is the person who is responsible for the interaction between the user and the activities, buttons, images, colors and other technical parts of the application visual design.

- a- UI Designer
- b- UX Designer
- c- Graphic Designer
- d- Sales Person

Answer: a

Q4- UX makes interfaces useful. UI makes interfaces beautiful.

- a- True
- b- False

Answer: a

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Q5- UI design is done first and UX design is done next.

- a- True
- b- False

Answer: b

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Q6- Which of the following choices is NOT related to app content strategy?

- a- Substance
- b- Workflow
- c- Testing
- d- Structure

Answer: c

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Q7- User experience (UX) designers and information architects use wireframes and prototypes to show navigation paths between activities.

- a- True
- b- False

Answer: a

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Q8- Which of the choices below describes the following sentence:

These wireframes help a project team collaborate more effectively since they are more abstract, using rectangles and labeling to represent the app content.

- a- Wireframes Low-Fidelity
- b- Wireframes High-Fidelity
- c- Wireframes Medium – Fidelity
- d- Wireframes Top - Fidelity

Answer: a

Q9- A wireframe is a static, low-fidelity representation of your product, and in the world of mobile design, a basic guideline of your app – the skeletal framework – for both designers and developers to follow.

- a- True
- b- False

Answer: a

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Q10- Which three of the following factors do the app usability and users' feeling depend on? (Select three)

- a- Font Size and Color.
- b- App Logo.
- c- Navigation.
- d- App customization reports.

Answer: A, b, c

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Q11- Which of the following choices is considered a purpose of app test usability by participants?

- a- Better understand how real users interact with your Android app and to improve the product based on the results.
- b- Getting approval from Google Play Store before publishing the app.
- c- Adding ads to your app.
- d- Google Play Store provides free account to who test his/her app by participants.

Answer: a

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Q12- Which of the following choices can be considered as part of the app test analyzing process by participants? (Select three)

- a- Identifying exactly what you observed.
- b- Identifying the causes of problems.
- c- Determining solutions.
- d- Determining the version of Android Studio used to create this app.

Answer: a, b, c

Q13- Which of the following choices is the best description of the image below?



- a- The man is a UI designer who is monitoring an app test participant.
- b- The man is an app test participant while the lady is the UI designer.
- c- The man is a UX designer who is monitoring an app test participant.
- d- The man is an app designer who is monitoring an app test participant.

Answer: C

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Q14- You can change your app from being a paid application to a free one.

- a- True
- b- False

Answer: A

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Q15- Once your app has been offered for Free, it can be changed to be a Paid one.

- a- True
- b- False

Answer: b

Q16- Which of the following choices represents exactly the following monetize Android applications technique?

It is recommended that you offer a free version of your application that comes with advertisements, limited features, or even offer a trial version of your app for a limited time. Then, you can build a premium paid version of the same app which would be advertised-free with extra unleashed features.

- a- Subscriptions.
- b- Lite vs. Pro.
- c- Paid Applications.
- d- Free applications.

Answer: B

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Q17- AdMob Mediation helps increase the app publisher monetization by sending ad requests to multiple ad networks and ensure that the app's publisher finds the best available ad network to serve ads.

- a- True
- b- False

Answer: a

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Q18- Which three of the following are ad formats? (Select three)

- a-Banner ad format.
- b- Interstitial ad format.
- c- Menu ad format.
- d- Rewarded video ad format.

Answer: a,b,d

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Q19- Android OS only allows installing apps that are signed with a digital certificate.

- a- True
- b- False

Answer: A

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Q20- How can you generate an APK file for your Android application?

- a- Using Android Studio.
- b- Using Google Play Store.
- c- Install APK converter from Google Play.
- d- Using Java script code to convert your Android app to APK file.

Answer: a

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Q21- Which of the following choices you should complete to integrate Google Play Licensing service into your application? (Select three)

- a- Obtaining a License Key.
- b- Setting up a Development Environment.
- c- Setting up an Android Update.
- d- Setting up a Testing Environment.

Answer: a,b,d

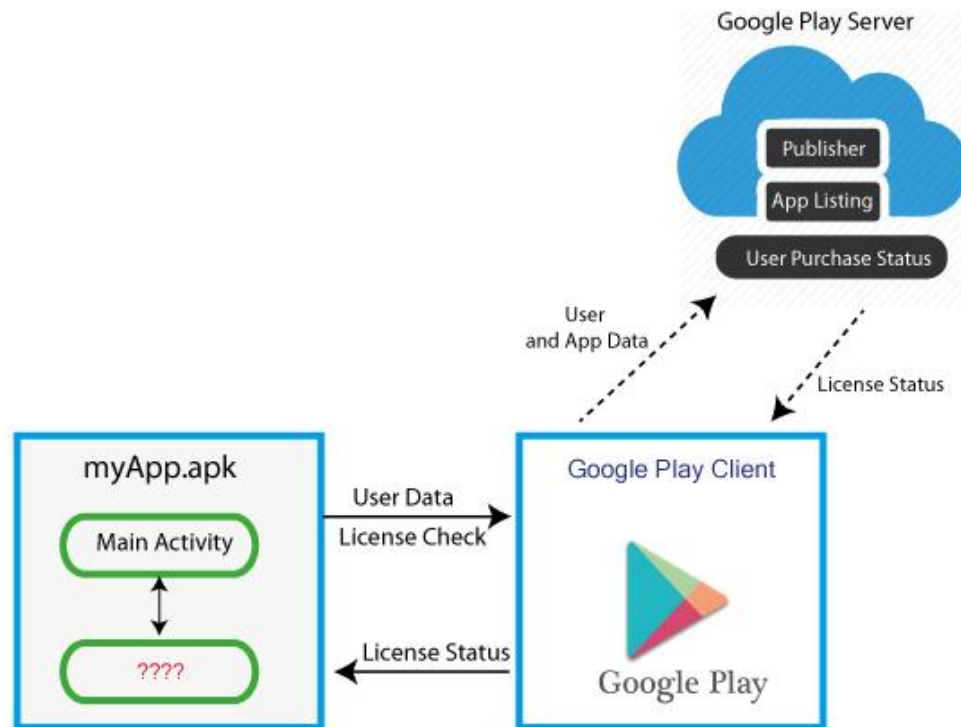
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Q22- Which of the following types of statistics you can gather when using an analytics service for your app? (Select three)

- a- You can get the geographic locations, internet connection speed, screen sizes, and orientation of the users' devices.
- b- You can record specific code exceptions and errors using analytics during application's usage.
- c- You can track each activity in your application so you can learn the workflow of the application's usage.
- d- You can get a report about which telephone number used your app.

Answer: a, b, c

Q23- What is the name of the missing part of the following image?



- a- activity\_main.xml
- b- Manifest file
- c- License Verification Library (LVL)
- d- License.xml

Answer: c

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Q24- Google Analytics provides an SDK for mobile devices which makes it easy for native Android developers to collect statistics from within their applications. It provides a platform to measure and improve your marketing efforts.

- a- True
- b- False

Answer: a

Q25- Which of the following choices is correct about the types of ads you allow to be shown to app users? (Select three)

- a- Text.
- b- Image.
- c- Another App.
- d- Video.

Answer: a, b, d

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Q26- CPM stands for “cost per thousand impressions” which is a measurement of how much money you will pay to Google Play if advertising in your app reaches 1 million viewers or visitors.

- a- True
- b- False

Answer: b

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Q27- Complete the following sentence with one of the choices below:  
One of the ..... responsibilities is finding an optimized method to add advertising banners, which appear depending on the app’s business and the user’s needs.

- a- UI Designer.
- b- UX Designer.
- c- Graphic Designer.
- d- Android Developer.

Answer: b

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Q28- Which of the following choices is NOT related to preparing your app for the release process?

- a- Providing values for the android:version code and the android:versionName attributes, located in the <manifest> element.
- b- Building and signing a release version of your application (APK file).
- c- Testing the release version of your application.
- d- Adding a free space for Ads.

Answer: d

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Q29- Which of the following Android files will be released to Google Play?

- a- APK file.
- b- MainActivity.java or MainActivity.Kt.
- c- Manifest.xml.
- d- All app files.

Answer: a

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Q30- Which three of the following choices are correct about the difference between UX and UI designers? (Select three)

- a- UX focuses on visual design, whereas UI makes app wire-framing and prototyping
- b- UX makes interfaces useful, whereas UI makes interfaces beautiful.
- c- UX helps users accomplish goals, whereas UI makes emotional connections.
- d- UX is employed among products, interfaces and services, whereas UI only pertains to interfaces.

Answer: b, c, d

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Q31- Which one of the following choices represents the following paragraph?

Do a thorough market research of all the competitor apps. Find out other apps that engage your target audience, and then try to mimic or better improve the flow and user's experience of the ones that take the most attention.

- a- Understanding the user.
- b- Understanding the development technique.
- c- Focusing on Navigation.
- d- Focusing on the design tools.

Answer : a

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Q32- When you configure your app to receive adds from Ad mediation, you should add the following code:

```
<meta-data android:name="com.google.android.gms.version"
android:value="@integer/google_play_services_version"/>
```

Which of the following files you should add this code to?

- a- MainActivity.java or MainActivity.kt

- b- Manifest.xml
- c- activity\_main.xml
- d- permission.class

Answer: b

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Q33-You should add the following XML code illustrated in the following image to AdView widget in order to add an Ad to your activity:

Which choice of the following can be an attribute value of ads:adSize="BANNER" in this code?

- a- SMART\_BANNER
- b- RECTANGLE\_BANNER
- c- CIRCLE\_BANNER
- d- POP\_UP\_BANNER

Answer: a

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Q34- You should add the following XML code illustrated in the following image to AdView widget in order to add an Ad to your activity:

Which two choices of the following are correct about adUnitId ? (Select two)

- a- An ad unit Id is a unique ID number assigned to each of your ad units when they are created in AdMob.
- b- The ad unit Id is added to your app's code and is used to identify ad requests from the ad unit.
- c- The ad unit Id is created by Android Studio, and it must be used for all ads in the same app.
- d- The ad unit Id is used as a user name to login to AdMob web site to check your revenue of this ad.

Answer: a, b

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Q35- When you create an Android app including ad, you should configure the app ID (AdMob App ID). Which file of the following files of your app should include your app ID (AdMob App ID)?

- a- Manifest.xml
- b- activity\_main.xml
- c- MainActivity.xml
- d- styles.xml

Answer: b

Q36- What is the best description of the ad which is illustrated in the following image?

- a- It is a sample ad unit used during development. It has fixed sample ad unit ID :ca-app-pub-3940256099942544/6300978111
- b- It will appear in the app activity without the need to configure neither the ad unit nor the app Id.
- c- It is an option that can be selected through AdMob web site, then this test sample ad unit id will be sent to your email; therefore, it is not fixed.
- d- This is not an ad, it is image already available with Android Studio images. Developers add it to reserve a space for the real ads which will be configured later.

Answer: a

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Q37- App ID is a unique ID number assigned to your apps when they're added to AdMob. The app ID is used to identify your apps.

- a- True
- b- False

Answer: a

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Q38- To publish your Android app at Google Play, you should create an account which will allow you to publish as many applications as you want on Google Play. This account's fee is:

- a- Free
- b- \$25
- c- \$10
- d- \$5

Answer: b