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Android AND-403

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QUESTION NO: 1

Which two permissions are required in your application to use Google Analytics service?

- A. `<uses-permission android:name="android.permission.INTERNET" />`
`<uses-permission android:name="android.permission.READ_PHONE_STATE ">`
- B. `<uses-permission android:name="android.permission.INTERNET" />`
`<uses-permission android:name="android.permission.ACCESS_NETWORK_STATE">`
- C. `<uses-permission android:name="android.permission.INTERNET" />`
`<uses-permission android:name="com.android.vending.CHECK_LICENSE ">`
- D. `<uses-permission android:name="android.permission.CHECK_LICENSE" />`
`<uses-permission android:name="android.permission.ACCESS_NETWORK_STATE">`

- A. Option A
- B. Option B
- C. Option C
- D. Option D

ANSWER: B**QUESTION NO: 2**

Which of the following are drawbacks for publicly publishing your application through e-mail? (Choose three)

- A. The user must enable installation from "Unknown Source" on the Android device.
- B. The application only reaches a selected set of users that are specified in the email by the developer prior to sending an email.
- C. Any updated version of the application should be re-attached and sent to the users. There is no automatic updating.
- D. It is a quick way to send the application to a limited number of users.

ANSWER: A B C**QUESTION NO: 3**

Suppose you have built an application that communicates with the licensing server on application startup. What can you do to avoid communication and receiving the same response each time the user opens the application after the first usage? (Choose two)

- A. Save the response received in String variable.
- B. Save the response received permanently on device using SharedPreferences.
- C. Save the response to the disk using the device's MySQL
- D. Save the response on the license server by sending the device ID.

ANSWER: B C

QUESTION NO: 4

Which of the following is valid usage of Google Play Licensing Service? (Choose two)

- A. Verify user has paid for an application.
- B. Allows an application to install APK extensions.
- C. Add encryption to communication between your application and the internet.
- D. Improve the application performance and decrease memory usage.

ANSWER: A B

QUESTION NO: 5

Which of the following are needed to get a license key for your application from Google Play? (Choose two)

- A. A Google Play publisher account.
- B. A Google Wallet merchant account.
- C. An uploaded application draft.
- D. A Google Play gaming services account.

ANSWER: A C

QUESTION NO: 6

Which of the following are required to publish your Android application on Google Play? (Choose two)

- A. A Google publisher account.
- B. A Google Wallet merchant account.

- C. The APK file of your application.
- D. An adMob account.

ANSWER: A C

QUESTION NO: 7

Which of the following two classes in the License Verification Library are main classes used to communicate with the licensing server?

- A. LicenseChecker and LicenseCheckerCallback.
- B. License and LicenseCallback.
- C. LicenseCallback and LicenseCheckerCallback.
- D. LicenseVerifier and LicenseVerifierCallback.

ANSWER: A

QUESTION NO: 8

Which of the following is not the mobile advertising network?

- A. AdMob
- B. AdMarvel
- C. OneRiot
- D. Google Play

ANSWER: D

QUESTION NO: 9

What is License Verification Library (LVL)?

- A. A library that verifies the validity of Android SDK licenses
- B. A collection of helper classes that simplify adding licensing to your application.
- C. A library that verifies the validity of the device purchase.
- D. A library that provides information about Android devices hardware info.

ANSWER: B

QUESTION NO: 10

Which one of these methods makes the ADT emulator a testing device? Note that “request” is an instance of class AdRequest.

- A. request.addTestDevice(AdRequest.TEST_DEVICE);
- B. request.addDevice(AdRequest.TEST_EMULATOR);
- C. request.addTestDevice(AdRequest.TEST_EMULATOR);
- D. request.makeTestRequest();

ANSWER: C