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1. Choosing Mobile Web Option

Q: What is the primary factor when choosing a mobile web option?

- A. Target audience and device compatibility
- B. Number of desktop users
- C. Ignoring responsive design
- D. Developing apps only for Android

Answer: A. Target audience and device compatibility

2. Adaptive Mobile Websites

Q: Adaptive mobile websites:

- A. Use fixed layouts for all devices
- B. Use predefined layouts tailored to specific screen sizes
- C. Are incompatible with tablets
- D. Cannot support images

Answer: B. Use predefined layouts tailored to specific screen sizes

3. Dedicated Mobile Websites

Q: A dedicated mobile website is:

- A. Built specifically for mobile devices with its own URL
- B. A desktop website with responsive design
- C. A web app using HTML5
- D. An Android-exclusive tool

Answer: A. Built specifically for mobile devices with its own URL

4. Mobile Web Apps with HTML5

Q: HTML5 web apps are advantageous because they:

- A. Are platform-independent and work across devices
- B. Require native development for each OS
- C. Are limited to desktop browsers
- D. Cannot support multimedia

Answer: A. Are platform-independent and work across devices

5. Android as Competition Itself

Q: Android is a strong competitor because:

- A. It is open-source and supports multiple device manufacturers
- B. It is exclusive to Google devices
- C. It has limited app development tools
- D. It does not support HTML5

Answer: A. It is open-source and supports multiple device manufacturers

6. Tools for Android Development

Q: Which tool is commonly used for Android development?

- A. Android Studio
- B. Photoshop
- C. Excel
- D. Blender

Answer: A. Android Studio

7. Connecting to Google Play

Q: To publish an app on Google Play, you need:

- A. A Google Developer account
- B. A Windows-based app
- C. No app testing
- D. A pre-installed user base

Answer: A. A Google Developer account

8. Android Development Practices

Q: A good Android development practice includes:

- A. Following Material Design guidelines
- B. Ignoring user experience
- C. Using desktop-only interfaces
- D. Avoiding updates

Answer: A. Following Material Design guidelines

9. Building Mobile Web Apps

Q: Mobile web apps with HTML5 are:

- A. Browser-based applications accessible via URLs
- B. Exclusive to Android devices
- C. Always built as native apps
- D. Incompatible with tablets

Answer: A. Browser-based applications accessible via URLs

10. Adaptive Websites vs. Dedicated Websites

Q: Adaptive websites differ from dedicated websites because:

- A. They adjust to multiple screen sizes with flexible layouts
- B. They only target mobile users
- C. They are always native apps
- D. They do not use CSS

Answer: A. They adjust to multiple screen sizes with flexible layouts

11. Android App Market Share

Q: Android has a large market share because:

- A. It supports various device manufacturers
- B. It only targets premium users
- C. It is incompatible with older devices
- D. It lacks app development tools

Answer: A. It supports various device manufacturers

12. HTML5 in Web Development

Q: HTML5 is widely used for mobile web apps because:

- A. It supports multimedia and offline functionality
- B. It is only compatible with desktops
- C. It lacks cross-platform support
- D. It cannot handle animations

Answer: A. It supports multimedia and offline functionality

13. Dedicated Mobile Websites

Q: A major limitation of dedicated mobile websites is:

- A. Separate maintenance for mobile and desktop versions
- B. Compatibility across all devices
- C. High performance on tablets
- D. Support for adaptive layouts

Answer: A. Separate maintenance for mobile and desktop versions

14. Publishing on Google Play

Q: The Google Play Store requires apps to:

- A. Pass a quality review before publishing
- B. Be free of cost
- C. Exclude multimedia
- D. Use adaptive web designs

Answer: A. Pass a quality review before publishing

15. Adaptive Design Benefits

Q: Adaptive design is beneficial because:

- A. It provides tailored experiences for various devices
- B. It requires less initial testing
- C. It eliminates responsive web design
- D. It excludes older devices

Answer: A. It provides tailored experiences for various devices

16. Native Apps vs. Web Apps

Q: Native apps are different from web apps because:

- A. They are built for specific platforms
- B. They require HTML5 exclusively
- C. They work on all devices automatically
- D. They are hosted on a browser

Answer: A. They are built for specific platforms

17. Advantages of Android

Q: One major advantage of Android is:

- A. Extensive developer community and support
- B. Restrictive licensing model
- C. Lack of app availability
- D. High device cost

Answer: A. Extensive developer community and support

18. HTML5 Features

Q: Which feature is supported by HTML5?

- A. Offline storage
- B. Support for Flash-based animations
- C. Exclusive compatibility with desktop browsers
- D. Fixed layouts for all screens

Answer: A. Offline storage

19. Google Play Developer Requirements

Q: A Google Play Developer account requires:

- A. A one-time registration fee
- B. Monthly subscription fees
- C. App testing on iOS devices
- D. Desktop-only tools

Answer: A. A one-time registration fee

20. Android Development Tools

Q: Android Studio includes:

- A. Code editors, emulators, and debugging tools
- B. Design tools for Windows-only apps
- C. Limited debugging options
- D. No support for testing

Answer: A. Code editors, emulators, and debugging tools

21. Adaptive Websites

Q: Adaptive websites:

- A. Use CSS media queries to change layouts
- B. Require unique URLs for each device
- C. Ignore tablet users
- D. Have static designs

Answer: A. Use CSS media queries to change layouts

22. HTML5 in Android

Q: HTML5 apps on Android are usually:

- A. Compatible with all major browsers
- B. Native to specific devices
- C. Limited to multimedia playback
- D. Lacking in user interaction

Answer: A. Compatible with all major browsers

23. Android's Open Source Nature

Q: Android's open-source nature allows:

- A. Developers to modify the source code freely
- B. Apps to be published without review
- C. Limited customization
- D. Exclusive app publishing by Google

Answer: A. Developers to modify the source code freely

24. HTML5 Offline Storage

Q: HTML5 offline storage is useful for:

- A. Apps to function without an internet connection
- B. Limiting app functionality
- C. Increasing app size unnecessarily
- D. Reducing user interactions

Answer: A. Apps to function without an internet connection

25. Android Market Competitors

Q: Android's major competitor is:

- A. iOS
- B. Windows Phone
- C. Blackberry OS
- D. Linux Desktop

Answer: A. iOS