Android

Exam AND-403

Monetize Android Applications

Version: 5.0

[Total Questions: 76]

Question No : 1

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 : 2

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

Question No : 3

When building your Android application, which library is required to use in-app billing?

A. Google Play Licensing Library.
B. Google Play Billing Library.
C. Google Play APK Expansion Library.
D. Google USB Driver.

Answer: B

Question No : 4

Which of the following is true about the stthe ate of the running application when user starts buying product using in-app billing technique?

_____

A. The running application from is stopped.

B. The running application gets destroyed.

C. The running application is paused.

D. Running application is not affected, as the buying is done through the Google play's live service. It just requires the key that the user has generated against the application.

Answer: C

Question No : 5

Which one of the following is the primary use of Google Play Licensing Service?

A. To verify that the user did actually pay for the application.

B. To check the number of time user has paid for the application

C. To let the free application start downloading APK expansion files if your application needs them.

D. To let the paid application start downloading APK expansion files if your application needs them.

Answer: A

Question No : 6

To create an Android emulator that supports Google Play License services, which package is needed?

A. Google APIs version 8 or higher.

B. Samples for SDK.

C. Maps System Image.

D. Android Support repository.

Answer: A

Question No : 7

Which of the following is NOT true about publishing an application?

A. Publishing is the process that allows users to install an application on their Android powered devices.

B. Publishing is the process that allows developers to configure Google License service with application.

C. Preparing your application for release by building an APK file of the release version is one of the steps of publishing process of application.

D. Releasing the application to users is one of the steps of publishing process of application.

Answer: B

Question No : 8

Which of the following does NOT apply to interstitial ads?

A. They present rich HTML5 experiences or web applications.
B. They are usually placed between transition points within or while entering or exiting a mobile application.
C. They are used to complete an in-app billing transaction to communicate with the server.
D. They are usually rendered as full screen or big popup. Some of them render videos, images or other rich content.

Answer: C

Question No : 9

Upon completion of a purchase using Google Play in-app billing, the result is returned to your activity. Which method you should override to handle the returned result?

A. onActivityResult.
B. onResultReturned.
C. onPurchaseFinished.
D. OnIabPurchaseFinished

Answer: A

Question No : 10

Which of the following is true about eCPM?

A. It represents the estimated earnings you would accumulate per 100 impressions your

advertisement receives.

B. It represents the estimated earnings you would accumulate per 1000 impressions your advertisement receives.

C. It represents the estimated earnings you would accumulate per 10,000 impressions your advertisement receives.

D. It represents the estimated earnings the advertiser would accumulate per 1000 impression your advertisement receives.

Answer: B

Question No : 11

Which of the following is NOT true about the products sold from inside the application?

A. Products sold inside an application are digital items that are offered for sale by the developer.
B. They are non-refundable
C. Digital items cannot be sold using Google Play's IAB service.
D. Products are programmatically delivered by the developer and not Google Play.

Answer: C

Question No : 12

Which of the following tags is required to enable advertisements in your application using AdMob?

A. <com.google.ads.AdView />.
B. <com.google.ads.AdMob.AdView />.
C. <com.google.ads.AdMob />.
D. <com.google.ads.AdMob.View />.

Answer: A

Question No : 13

Which of the following can only be performed before an application release and not after? (Choose two)