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**Shared by Knight on 22-07-2024**

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## Question 1

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**Question Type:** MultipleChoice

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

### Options:

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- A- Understanding Users' and Business Needs.
- B- Strategy and Content.
- C- Wireframing and Prototyping.
- D- Visual Design.

### Answer:

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D

## Question 2

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**Question Type:** MultipleChoice

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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?

```
<com.google.android.gms.ads.AdView
xmlns:ads="http://schemas.android.com/apk/res-auto"
    android:id="@+id/adView"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:layout_alignParentBottom="true"
    android:layout_centerHorizontal="true"
    android:layout_marginEnd="8dp"
    android:layout_marginStart="8dp"
    android:layout_marginTop="404dp"
    ads:adSize="BANNER"
    ads:adUnitId="ca-app-pub-3897496718910144/8671452621"
    ads:layout_constraintEnd_toEndOf="parent"
    ads:layout_constraintStart_toStartOf="parent"
    ads:layout_constraintTop_toTopOf="parent">
</com.google.android.gms.ads.AdView>
```

### Options:

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- A- SMART\_BANNER
- B- RECTANGLE\_BANNER
- C- CIRCLE\_BANNER
- D- POP\_UP\_BANNER

### Answer:

---

A

## Question 3

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### Question Type: MultipleChoice

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

```
android:value="@integer/google_play_services_version"/>
```

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

**Options:**

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- A- MainActivity.java or MainActivity.kt
- B- Manifest.xml
- C- activity\_main.xml
- D- permission.class

**Answer:**

---

B

## Question 4

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**Question Type: MultipleChoice**

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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.

**Options:**

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- A- True

**B-** False

**Answer:**

---

A

## Question 5

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**Question Type:** MultipleChoice

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As a UX designer, when you design a long signup form, which of the following choices should you consider?

**Options:**

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- A-** Use a web form inside your app to collect your app users' information.
- B-** Collect all user information accurately specially age, date of birth, gender and total income.
- C-** Try to put all signup information which you need to collect from users in one form.
- D-** Separate this form in two or more forms and when users finish the first one, they will move to another one.

**Answer:**

---

C

## Question 6

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**Question Type:** MultipleChoice

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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.

### Options:

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- A- Subscriptions.
- B- Lite vs. Pro.
- C- Paid Applications.
- D- Free applications

### Answer:

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B



## Question 7

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**Question Type:** MultipleChoice

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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.

**Options:**

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**A-** True

**B-** False

**Answer:**

---

A

## Question 8

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**Question Type:** MultipleChoice

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Google Play In-app billing is a monetization technique that allows you to sell products through your application during its run-time. Whether free or paid, your application can be used to sell some products to users. These products can be game items or any other product that can be processed within your application.

**Options:**

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**A-** True

**B-** False

**Answer:**

---

A

## Question 9

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**Question Type:** MultipleChoice

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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.

**Options:**

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**A-** True

**B-** False

**Answer:**

---

A

## Question 10

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**Question Type:** MultipleChoice

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

**Options:**

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**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:**

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A

## Question 11

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**Question Type: MultipleChoice**

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How can you configure your app as "Free" or "Paid"?

**Options:**

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- A-** Through the publishing process at Google Play you can select your app as paid or free.
- B-** By adding an XML file called fee.xml to your app files.
- C-** Through the MainActivity file, we can add a method about that.
- D-** Through Manifest.xml file within <fee> tag.

**Answer:**

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A

## Question 12

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**Question Type:** MultipleChoice

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

### Options:

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**A-** Banner ad format.

**B-** Interstitial ad format.

**C-** Menu ad format.

**D-** Rewarded video ad format.

### Answer:

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A, B, D

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