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QUESTION NO: 1

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: 2

Which of the following is a requirement to use In-App Billing service on Google Play? (Choose three)

A. A Google Wallet merchant account.

B. A publisher account.

C. A published application.

D. Google Play License Verification Library.

ANSWER: A B C

QUESTION NO: 3

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: 4

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: 5

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

A. Create a product list to be purchased through in-app billing.

B. Remove log messages.

C. Build a signed release of your application.

D. Create a Google Wallet merchant account.

ANSWER: B C

QUESTION NO: 6

Which of the following is required to set a testing environment for licensing services? (Choose two)

A. Signing in to your testing account from your devices' browser.

B. Set static responses returned by the licensing server.

C. Adding test accounts.

D. Disable all accounts syncing on your device.

ANSWER: B C

QUESTION NO: 7

Which of the following is not recommended to promote your paid application?

A. Promote your application using demo videos on the Play store.

B. Listen to the users suggestions in the application reviews.

C. Always ask for users review when the application starts up.

D. Prepare a good marketing campaign for your application.

ANSWER: C

QUESTION NO: 8

Which of the following is the correct Android API on which the In-app billing API is supported on?

A. API 2.1 or higher

B. API2.2 or higher

C. API 1.5 or higher

D. API 16 or higher

ANSWER: B

QUESTION NO: 9

When tracking the errors in your application using a mobile analytics service, which of the following is NOT a correct type of information you can collect?

A. Where in the code the exception occurred.

B. What time the error was thrown.

C. What actions the user made that caused the error

D. Which component of the Android OS threw an exception.

ANSWER: D

QUESTION NO: 10

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