AND-403

Monetize Android Applications

DEMO

https://www.islever.com/and-403.html

https://www.islever.com/android.html

QUESTION NO: 1

Which of the following is not a monetization technique?

A. Paid Applications
B. In-App billing
C. Advertising
D. In-App application review

Answer: D
Explanation:

QUESTION NO: 2

What is ad mediation?

A. The name of an advertisement platform.
B. A technique to create an advertisement using the application's description.
C. A technique that sends ad requests to multiple ad networks.
D. A method to choose the best ad placement size in an application.

Answer: C
Explanation:

QUESTION NO: 3

Once you publish your application as a free application on Google Play, you cannot make it paid

A. True
B. False

Answer: A
Explanation:

QUESTION NO: 4

Which of the following permissions are required to integrate an ads library properly:

A. android.persmission.INTERNET
B. android.permission.ACCESS_WIFI_STATE
C. android.permission.READ_PHONE_STATE
D. android.permission.READ_CONTACTS

Answer: A
Explanation:

QUESTION NO: 5

What are the types of products provided using in-app billing?

A. One-time billing products
B. Automated, recurring billing (Subscriptions).
C. Sell Ad campaigns through your application.
D. Monthly phone services bill payments for mobile providers.

Answer: A,B
Explanation:

QUESTION NO: 6

Which of the following happens after an in-app purchase is completed?

A. User is provided with a list of similar products in Google Play.
B. The application is closed and a sale confirmation message is sent to user.
C. The application runs from the same place it was left.
D. User is asked to provide an application review on Google Play.

Answer: C
Explanation:

QUESTION NO: 7

Which of the following is an invalid payment method on Google Play:

A. Credit card

B. Google Play balance
C. Direct carrier billing
D. Certified check

Answer: D
Explanation:

QUESTION NO: 8

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
Explanation:

QUESTION NO: 9

Which of the following is correct about adding permissions to your application to use in-app billing?

A. Add <uses-permission android:name="com.android.vending.BILLING"/> to every layout resource in your application.
B. Add <uses-permission android:name="com.android.vending.BILLING"/> to AndroidManifest.xml.
C. Add <uses-permission android:name="com.android.billing.inapp"/> to AndroidManifext.xml
D. Add <uses-permission android:name="com.android.billing.inapp"/> to every layout resource in your applicaiton.

Answer: B
Explanation:

QUESTION NO: 10

What is application licensing?