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Exam : **AND-403**

Title : Monetize Android Applications

Version : DEMO

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

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

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

A. True

B. False

Answer: A

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

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

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

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

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

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

10.What is application licensing?
A. A method to control access to your paid application through authentication.
B. A method to provide a license key per product sold in-app.
C. A method to provide add license key for advertisements added to an application.
D. A method to add a second layer authentication to your privately hosted services.
Answer: A