

# DUMPSQUEEN

## Monetize Android Applications

Android AND-403

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## QUESTION NO: 1

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. API 2.2 or higher
- C. API 1.5 or higher
- D. API 16 or higher

**ANSWER: B**

## QUESTION NO: 2

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: 3

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: 4

Which of the following is true about the state 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 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: 6

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: 7

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: 8

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: 9

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: 10

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**