

KillTest

Higher Quality, Better Service!



Q&A

<http://www.killtest.com>

We offer free update service for one year.

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.permission.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 AndroidManifest.xml
- D. Add `<uses-permission android:name="com.android.billing.inapp"/>` to every layout resource in your application.

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