

## Free Android AND-403 Practice Exam Dumps Full Version Download From Braindump2go(1-13)

QUESTION 1 Which of the following is NOT a valid reason for integration mobile analytics services into your Android application? A.&#160;&#160;&#160; Monitor the workflow of your activities usage. B.&#160;&#160;&#160; Understand who is using your application. C.&#160;&#160;&#160; Know the number of installs of your application. D.&#160;&#160;&#160; Track application errors Answer: C

QUESTION 2 Which of the following is not a proper method to publish your Android application? A.&#160;&#160;&#160; Releasing to an application marketplace. B.&#160;&#160;&#160; Sending it to through mail. C.&#160;&#160;&#160; Uploading it to website. D.&#160;&#160;&#160; Sending it through e-mail. Answer: B

QUESTION 3 Which of the following are required to publish your Android application on Google Play? (Choose two) A.&#160;&#160;&#160; A Google publisher account. B.&#160;&#160;&#160; A Google Wallet merchant account. C.&#160;&#160;&#160; The APK file of your application. D.&#160;&#160;&#160; An adMob account. Answer: AC

QUESTION 4 Which of the following are drawbacks for publicly publishing your application through e-mail? (Choose three) A.&#160;&#160;&#160; The user must enable installation from "Unknown Source" on the Android device. B.&#160;&#160;&#160; The application only reaches a selected set of users that are specified in the email by the developer prior to sending an email. C.&#160;&#160;&#160; Any updated version of the application should be re-attached and sent to the users. There is no automatic updating. D.&#160;&#160;&#160; It is a quick way to send the application to a limited number of users. Answer: ABC

QUESTION 5 Which of the following is correct about paid application? A.&#160;&#160;&#160; Any free application can be converted to paid application after it is being launched in the play store. B.&#160;&#160;&#160; Any free application cannot be converted to paid application after it is being launched in the play store. C.&#160;&#160;&#160; If the number of downloads of paid application pass the figure of 10,000 then the share of the developer increases by 5%. D.&#160;&#160;&#160; If the number of downloads of paid application pass the figure of 10,000 then the share of the developer increases by 10%. Answer: B

QUESTION 6 Which of the following is not the mobile advertising network? A.&#160;&#160;&#160; AdMob B.&#160;&#160;&#160; AdMarvel C.&#160;&#160;&#160; OneRiot D.&#160;&#160;&#160; Google Play Answer: D

QUESTION 7 Which of the following is true about eCPM? A.&#160;&#160;&#160; It represents the estimated earnings you would accumulate per 100 impressions your advertisement receives. B.&#160;&#160;&#160; It represents the estimated earnings you would accumulate per 1000 impressions your advertisement receives. C.&#160;&#160;&#160; It represents the estimated earnings you would accumulate per 10,000 impressions your advertisement receives. D.&#160;&#160;&#160; It represents the estimated earnings the advertiser would accumulate per 1000 impression your advertisement receives. Answer: B

QUESTION 8 Which of the following is NOT true about the in-app billing? A.&#160;&#160;&#160; In-app billing is a monetization technique that allows you to sell products through your application during its run-time. B.&#160;&#160;&#160; For this feature to be implemented in the application, it must be a paid application. C.&#160;&#160;&#160; In-app billing technique can be used for both paid and free applications. D.&#160;&#160;&#160; The products that can be sold through this technique might include application features, game items, hints, articles or any other product that can be processed in your application. Answer: B

QUESTION 9 Which of the following is the correct Android API on which the In-app billing API is supported on? A.&#160;&#160;&#160; API 2.1 or higher B.&#160;&#160;&#160; API2.2 or higher C.&#160;&#160;&#160; API 1.5 or higher D.&#160;&#160;&#160; API 16 or higher Answer: B

QUESTION 10 Which of the following refers to the unique product ID on Google Play? A.&#160;&#160;&#160; SKU B.&#160;&#160;&#160; AKU C.&#160;&#160;&#160; SU D.&#160;&#160;&#160; ASKU Answer: A

QUESTION 11 Which of the following is NOT true about the products sold from inside the application? A.&#160;&#160;&#160; Products sold inside an application are digital items that are offered for sale by the developer. B.&#160;&#160;&#160; They are non-refundable C.&#160;&#160;&#160; Digital items cannot be sold using Google Play's IAB service. D.&#160;&#160;&#160; Products are programmatically delivered by the developer and not Google Play. Answer: C

QUESTION 12 Which of the following is not included in the purchase details sent by Google Play? A.&#160;&#160;&#160; Order Number B.&#160;&#160;&#160; Application size C.&#160;&#160;&#160; Order date and time D.&#160;&#160;&#160; Price paid Answer: B

QUESTION 13 Which of the following is not a billing method used to buy through Google Play? A.&#160;&#160;&#160; Credit card B.&#160;&#160;&#160; Direct Carrier Billing C.&#160;&#160;&#160; Gift card D.&#160;&#160;&#160; Google Play card Answer: D

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