"I agree to complete this exam without unauthorized assistance from any person, materials, or device."

Signature ____________________________________________________               Date ___________________________

This quiz is worth 60 points total. READ through all questions carefully. Write your answers on the test legibly and unambiguously.

I. TRUE/FALSE - Please circle your choice: Tr for true, Fa for false. [1 point each = 10 total]

Tr   Fa  1) Any android application can make some of its components available to other applications.

Tr   Fa  2) All active Android applications run in one (the same shared) instance of the JVM.

Tr   Fa  3) The Android Resource Manager controls application and activity lifecycles.

Tr   Fa  4) The RelativeLayout is an example of an Android ViewGroup.

Tr   Fa  5) If you want an android TextView element to be only as wide as necessary for the data it holds, you set the layout_width attribute to fill_parent.

Tr   Fa  6) Activity view elements are defined in the drawable resource files.

Tr   Fa  7) In order for a Button to respond to a user click, it must have the appropriate code defined in an onClick method.

Tr   Fa  8) High fidelity prototypes are used to quickly create a rough sketch of a product.

Tr   Fa  9) In design, an affordance is an indicator that some action is in progress.

Tr   Fa  10) A wireframe is a blueprint of a product that focuses primarily on aesthetic design.
II. MULTIPLE CHOICE - Please circle the best choice. [2 points each = 30 total]

1) Which field contributes to the human factors usability component of a good user experience?
   a) art                          b) science                   c) technology                     d) sound

2) What type of research is the most effective for gathering information on how the users will interact with a product on a daily basis in their natural environment?
   a) focus groups         b) interviews          c) observation                 d) surveys

3) Which tool is not used to structure user research findings?
   a) directed story-telling b) task analysis        c) personas        d) touchpoint list

4) Which of the following is not a tool used to communicate and document a design?
   a) task flows            b) scenarios              c) personas                   d) wireframes

5) Which is the next step in the design process after conducting user research?
   a) prototyping      b) structuring findings      c) refinement      d) ideation and design principles

6) Which design law says that we should do our best to prevent inadvertent user errors?
   a) Fitt’s Law         b) Poka-Yoke Principle       c) Tesler’s Law        d) 80/20 rule

7) Ockham’s Razor principle of design is concerned with
   a) simplicity         b) human memory          c) visual layout          d) pointing

8) Sensory interface design is concerned with all but which of these aspects?
   a) position              b) color                   c) feedback                    d) fonts

9) Which of the following personal traits is often detrimental to team dynamics?
   a) procrastination      b) lack of confidence      c) not asking for help       d) all of the above

10) After being presented with significant research, a high ranking executive will often devise great strategies for success, leaving it to his underlings to plan the logistics and carry out the details. The executive is most likely insistent in which conative action mode?
    a) quick start          b) fact finder            c) implementor            d) follow through
11) Which constituency group are the ones commissioning the product?
   a) stakeholders  b) users  c) designers  d) developers

12) What isn’t Android?
   a) open source  b) easily shared  c) strict standards  d) java based

13) Which of the following is not part of the Android Application Framework?
   a) Content Providers  b) OpenGL  c) View System  d) Activity Manager

14) Which of the following is not declared in an android project manifest file?
   a) app version  b) app icon  c) component intent filters  d) main layout

15) What state is an android activity (view) in after you use the back arrow to navigate to a previous one?
   a) active  b) paused  c) stopped  d) killed

III. SHORT ANSWER - Please print legibly. Point values vary as indicated. [20 total]

1) For each Android application below, categorize it as foreground, background, intermittent, or widget. [6]

   a) clock (time/date)

   b) noom weight loss coach

   c) text messaging

   d) alarm clock

   e) wireless network

   f) contacts
2) What are two things that make for good user interfaces and two bad attributes? List 4 unrelated aspects, not opposites. [4]

GOOD:

BAD:

3) What are two elements of an engaging user experience? [2]

4) Name two individual responsibilities with respect to meetings when working on a team project. [2]

5) Name two individual responsibilities relevant to coding implementations in a group project. [2]
6) Fill in the missing pieces of this Android Activity Lifecycle. [4]