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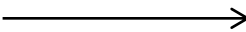


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Quiz 1: Introduction to iOS Development and Xcode

1. What are the three steps involved in building an app?
 - a. Build, code, test
 - b. Develop, code, distribute
 - c. Develop, test, distribute**
 - d. Develop, code, test
2. Which device was the first to use iOS as its initial release operating system?
 - a. iPhone 3
 - b. iPhone 4**
 - c. iPhone 4S
 - d. iTouch
3. Which iOS was the first that allowed users to have more than one app running?
 - a. iOS 3
 - b. iOS 4**
 - c. iOS 5
 - d. All iOS versions had this capability
4. Match each type of app to its description
 - a. Native app 
 - b. Web-based app 
 - c. Hybrid app 
 - i. Apps built using Xcode with Cocoa Touch
 - ii. Uses Cocoa Touch/Objective-C wrappers
 - iii. Created with HTML 5
5. Which type of app is the most difficult to set up a payment system on?
 - a. Native app
 - b. Web-based app**
 - c. Hybrid app
 - d. iTunes Connect takes care of the payment system
6. Which type of membership allows developers to sell apps through the App Store (select all that apply)?
 - a. Free membership
 - b. Standard developer**
 - c. Enterprise developer
 - d. None of the above. A separate registration fee is paid through iConnect
7. Which type of membership should a user register for if he needs the ability to distribute apps inside the company without going through the App Store?
 - a. Free membership
 - b. Standard developer
 - c. Enterprise developer**
 - d. This is not a possibility under Apple's rules



8. What is the name of the application programming interface that provides the frameworks?
 - a. Cocoa
 - b. Cocoa Touch
 - c. Objective-C
 - d. NeXTSTEP
9. Name two business considerations a developer should consider.

Answers can include the demand for the app, marketing strategies, costs

