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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