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Authoring Organization: Collin College

Written by: Original Author, Elizabeth Pannell; Edited Version, Susan Sands

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Quiz 1: iOS Human Interface Guidelines, Part 1

1. Where should you place the toolbar content for an iPad app?
   a. At the top
   b. **At the bottom**
   c. As a popover
   d. Toolbars should only be used for iPhone apps

2. Which of the following questions is NOT a consideration in the application definition statement?
   a. What problem does the app solve?
   b. Who will use the app?
   c. What features should be incorporated in this app?
   d. **What features would a user pay for?**

3. Put the following steps in order when going from concept to iOS app.
   i. Prototype
   ii. Design the app for a device
   iii. Prepare an application definition statement
   iv. Iterate

   b. ii, i, iii, iv
   c. iv, iii, ii, i
   d. iii, ii, iv, i
   e. iii, ii, i, iv

4. How does a user zoom in on an app?
   a. By flicking
   b. By swiping
   c. **By double tapping**
   d. By shaking the device

5. Which of the following is a design principle that a developer should keep in mind when designing an app?
   a. Customized controls allow the developer to redefine a control for a new purpose
   b. **Aesthetic integrity describes how the app’s appearance integrates into how well the app functions**
   c. Users should be limited in what control they have to determine what happens in the app
   d. Feedback is irritating and should be kept to a minimum