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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. iiii, ii, iv, i
  - e. iiii, 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

