

# Worksheet

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Name: .....

Roll No: ..... Class: ..... Section: .....

Date: .....

## APP DEVELOPMENT

## Chapter-6

### A. Tick (✓) the correct option.

1. Which of the following uses apps?
 

a. Hand-held devices <input type="checkbox"/>	b. Laptops <input type="checkbox"/>
c. Desktop <input type="checkbox"/>	d. None of these <input type="checkbox"/>
  
2. .... developed Android.
 

a. Google <input type="checkbox"/>	b. Playstore <input type="checkbox"/>
c. Apple Inc. <input type="checkbox"/>	d. Microsoft <input type="checkbox"/>
  
3. .... platform dependent apps.
 

a. Native apps <input type="checkbox"/>	b. Hybrid apps <input type="checkbox"/>
c. Web apps <input type="checkbox"/>	d. None of these <input type="checkbox"/>
  
4. .... is not a gaming app.
 

a. Talking tom <input type="checkbox"/>	b. PUBG <input type="checkbox"/>
c. Angry Birds <input type="checkbox"/>	d. Candy Crush <input type="checkbox"/>
  
5. Which of the following is an appstore for android devices.
 

a. App Store <input type="checkbox"/>	b. Microsoft Store <input type="checkbox"/>
c. Play Store <input type="checkbox"/>	d. All of these <input type="checkbox"/>

### B. Write 'T' for true and 'F' for false.

1. Apps were not developed for desktops. ....
2. Linux is a desktop operating system. ....
3. Native apps require hand-held devices for installation. ....
4. Mobile apps cannot be used without internet connectivity. ....
5. Apps in the Google Play Store are not verified and certified by Google. ....