

Worksheet

1

Name:

Roll No: Class: Section:

Date:

APP DEVELOPMENT

Chapter-2

A. Tick (✓) the correct option.

1. Which of the following uses apps?

- | | | | |
|----------------------|--------------------------|------------------|--------------------------|
| a. Hand-held devices | ☐ | b. Laptops | ☐ |
| c. Desktop | ☐ | d. None of these | ☐ |

2. developed Android.

- | | | | |
|---------------|--------------------------|--------------|--------------------------|
| a. Google | ☐ | b. Playstore | ☐ |
| c. Apple Inc. | ☐ | d. Microsoft | ☐ |

3. platform dependent apps.

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|----------------|--------------------------|------------------|--------------------------|
| a. Native apps | ☐ | b. Hybrid apps | ☐ |
| c. Web apps | ☐ | d. None of these | ☐ |

4. is not a gaming app.

- | | | | |
|----------------|--------------------------|----------------|--------------------------|
| a. Talking tom | ☐ | b. PUBG | ☐ |
| c. Angry Birds | ☐ | d. Candy Crush | ☐ |

5. Which of the following is an appstore for android devices.

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|---------------|--------------------------|--------------------|--------------------------|
| a. App Store | ☐ | b. Microsoft Store | ☐ |
| c. Play Store | ☐ | d. All of these | ☐ |

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

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