

Question: 1 (Marks: 1)

Mobile website's \_\_\_\_\_ must comply with users' expectations.



Choices:

Content

Dimensions

Design

Coding

Question: 4 (Marks: 1)

When you get into building a responsive mobile design, the \_\_\_\_\_ can really mess up your layout elements.



Choices:

Fixed-zoom

Auto-zoom

Digital-zoom

Optical-zoom

Question: 3 (Marks: 1)

There are also \_\_\_\_\_ scale and \_\_\_\_\_ scale properties too, which is a way to limit the extents that the system is allowed to scale the page on the device



Choices:

Short, long

Minimum, maximum

Low, high

Width, height

Question: 5 (Marks: 1)

Default value of initial scale is \_\_\_\_ in meta tag.

Choices:

0.0

1.0

2.0

Question: 6 (Marks: 1)

\_\_\_\_\_ is simply the individual point of color on a digital image.



Choices:

Pixel

Point

Image

Font

Which one of the following is Chrome Development Tool?



Choices:

Lists

Audits

Floets

Forms

Question: 9 (Marks: 1)

Default screen size to be set for large data elements, width is set to \_\_\_\_\_.



Choices:

970 pixels

980 pixels

990 pixels

960 pixels

Question: 10 (Marks: 1)

There are mainly \_\_\_\_\_ rules for building fluid layouts in web development.

Choices:

Two

Three

Four

Five

The building blocks of a web page are HTML, CSS and \_\_\_\_\_ etc.



choices:

JavaScript

Web Browser

Mobile Device

Programming Language

Question: 12 (Marks: 1)

Responsive web design uses only \_\_\_\_\_ and CSS.

Answers:

TAG

HTML

HEADER

STATIC

Question: 13 (Marks: 1)

Which background property is used to show the background image only once?



Choices:

background-image: repeat-once

background-image: no-repeat

background-repeat: repeat-once

background-repeat: no-repeat

TIME LEFT

responsive images, length is not a problem, because pages can always scroll \_\_\_\_\_

Choices:

Horizontally

Vertically

Parallel

Diagonal

TIME LEFT

57

Question: 11 (Marks: 1)

\_\_\_\_\_ introduce media queries to target specific device sizes, like smaller monitors, tablets, and mobiles.

11

Choices:

Fluid websites

Fixed websites

Adaptive websites

Responsive websites

With reference to the Web Development, CSS stands for \_\_\_\_\_ .

Choices:

Central Superior Services

Cascading Style Sheets

Cardinality System Sport

Civil Service Servant

TIME LEFT  
57

Flexbox is a new layout mode introduced in \_\_\_\_\_.



Answers:

CSS2

CSS3

CSS4

CSS5

For faster page loading, images should be \_\_\_\_\_ and \_\_\_\_\_

Choices

beautiful, high resolution

high resolution, high bandwidth

beautiful, low bandwidth

low resolution, low bandwidth

Physical pixel size of Iphone6 plus is \_\_\_\_\_



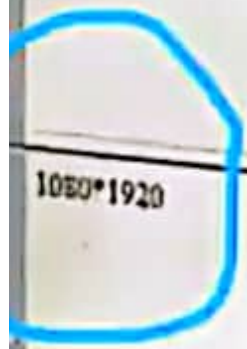
Choices:

1020\*240

840\*440

720\*340

1080\*1920



aid websites are built using \_\_\_\_\_ for widths.



choices:

Average

Percentages

Scale

Static

TIME LEFT

55

Question: 18 (Marks: 1)

Responsive websites are built on a \_\_\_\_\_ and use \_\_\_\_\_ to control the design and content.



Choices:

Fluid grid, Media queries

Percentage, Scale

Tab, Labels

Tool, Reference

Before tablets and mobile phones, web pages were designed only for computer screens, and it was common for web pages to have a \_\_\_\_\_.



Choices:

Static design and a variable size

Dynamic design and a fixed size

Static design and a fixed size

Dynamic design and a variable size

Question: 23 (Marks: 1)

Text Box is \_\_\_\_\_ and \_\_\_\_\_ to use



Choices:

Super powerful, Super easy

Primary, Secondary

Superior, Inferior

Internal, External

TIME LEFT

54

Question: 24 (Marks: 1)

In Viewport, you need to set the width to \_\_\_\_\_ width, and optionally, you can set the initial scale to one if you want to avoid some iOS device formatting issues.



Choices:

Content

Fixed

Device

Percentage

Development for Portable Devices (CS420)

Question: 21 (Marks: 1)

responsive images using CSS3, if the max-width property is set to 100%, the image will scale

Choices:

up

down

left

right

The actual number of pixels that mobile or computer devices support is called \_\_\_\_\_.



Choices:

Optimization pixel

Physical pixel

Moderate pixel

Logical pixel

By default, the background-image property repeats an image \_\_\_\_\_.



Options

Horizontally

Vertically

Both horizontally and vertically

Once

Question: 25 (Marks: 1)

Fluid layout designs can be adopted across \_\_\_\_\_ .



Choices:

Large screen sizes

Same screen sizes

Only two screen size

Different screen sizes

What is the purpose of Viewport meta tag?

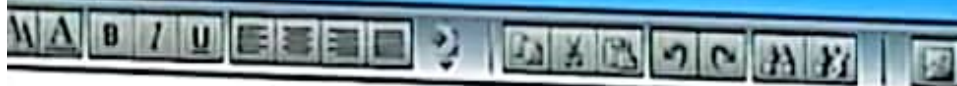
Answer:



**The purpose of the viewport meta tag is to control how a webpage is displayed on a mobile device. It allows developers to define the initial layout, scaling, and behavior of the webpage on different screen sizes. By setting properties such as width, initial scale, and maximum scale, the viewport meta tag helps ensure that the webpage is responsive, properly scaled, and optimally displayed across various mobile devices, providing a better user experience.**

What is the purpose of the media query?

Answer:



**The purpose of a media query is to apply specific CSS rules based on the characteristics of the device or viewport. It allows developers to target different screen sizes, resolutions, orientations, or other device-specific features. By using media queries, responsive designs can be created to adapt and optimize the layout, styling, and behavior of a webpage for different devices, ensuring a consistent and optimal user experience.**

Define HTTP Client Hints .

Answer:

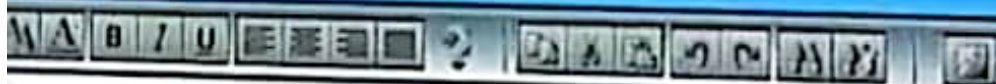


**HTTP Client Hints is an HTTP header mechanism that allows the client to provide information about its capabilities to the server. It enables the server to optimize the content delivery based on the client's device, network conditions, and preferences. By utilizing HTTP Client Hints, websites can deliver tailored content and improve performance, providing a better user experience.**

Explain any five problems which exist in responsive images



Answer:



**Image size:** Downloading large images for small screens can slow down page load times.

**Bandwidth consumption:** High-resolution images can consume significant bandwidth, especially on mobile networks.

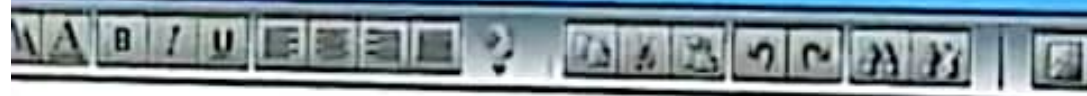
**Retina displays:** Providing high-quality images for retina displays without increasing file size is challenging.

**Art direction:** Displaying different crops or orientations of an image based on the screen size can be complex to implement.

**Performance impact:** Loading and rendering multiple versions of an image for different devices can impact performance and user experience.

Write down any two rules for building fluid layouts.

Answer:



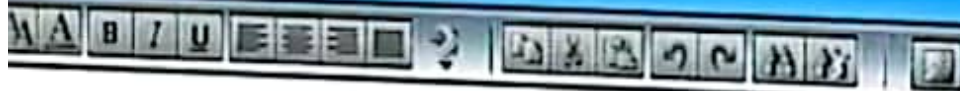
**Use relative units: Use percentage-based widths and heights instead of fixed pixel values to allow elements to scale and adapt to different screen sizes.**

**Employ flexible grids: Implement flexible grid systems, such as CSS Grid or Flexbox, to create fluid layouts that automatically adjust the positioning and sizing of elements based on available space.**

What are the differences between mobile web and ordinary web?

**Screen Size and Resolution:** Mobile devices typically have smaller screens and lower resolutions compared to desktop or laptop computers, requiring responsive design and optimized content for better mobile viewing.

Answer:



**User Interaction:** Mobile devices offer touch-based interaction, requiring websites to have mobile-friendly navigation, larger tap targets, and gesture support.

**Bandwidth and Connection:** Mobile devices often have limited bandwidth and slower internet connections compared to desktops. Optimizing mobile web pages for faster loading times and reducing data usage is crucial.

**Context and Localization:** Mobile web experiences can be location-aware, utilizing device features like GPS to provide localized and context-specific content.

**Mobile-specific Features:** Mobile web can leverage device capabilities like cameras, accelerometers, and push notifications for enhanced functionality and user engagement.

**App Integration:** Mobile web can integrate with mobile apps through deep linking, allowing seamless transitions between web content and native app experiences.

**Mobile SEO:** Mobile web requires specific considerations for search engine optimization (SEO), including mobile-friendly design, fast page load times, and mobile-focused keyword targeting.

**Cross-Platform Compatibility:** Websites need to be compatible across various mobile platforms (iOS, Android) and different web browsers to ensure a consistent experience for mobile users.