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What are the 8 start-up HTML tags ?

1. <HTML>
2. <HEAD>
3. <TITLE>
4. </TITLE>
5. </HEAD>
6. <BODY>
7. </BODY>
8. </HTML>

True or False

9. Closing tags are characterized by a backward slash\ \_\_\_\_\_ **False** /
10. ALL HTML tags have at least one attribute?\_ **False**
11. A JPG format can be transparent? **False** gif and png can be\_
12. Ordered lists are known as numbered lists? **True**

Fill in the blank

13. Put the following in the correct order: (smallest to largest)

- |                |                 |
|----------------|-----------------|
| a. Bit         | <b>Bit</b>      |
| b. Megabyte    | <b>Byte</b>     |
| c. Terabyte    | <b>Kilobyte</b> |
| d. Kilobyte    | <b>Megabyte</b> |
| e. Gigabyte    | <b>Gigabyte</b> |
| f. <b>Byte</b> | <b>Terabyte</b> |

14. The software that displays web pages is known as: **Browser**15. How many heading levels are there? **6 <h1> to <h6> need closing tags**16. What is the correct HTML tag for creating a hyperlink? **B**

a	<a url="http://www.boston.com">Boston</a>
b	<b>&lt;a href="http://www.boston.com"&gt;Boston.com&lt;/a&gt;</b>
c	<a>http://www.boston.com</a>
d	<a name="http://www.boston.com">Boston.com</a>

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17. What is the correct HTML for inserting an image? **B**

a	<img alt="MyImage">image.gif</img>
<b>b</b>	<b>&lt;img src="image.gif" alt="MyImage"&gt;</b>
c	<img href="image.gif" alt="MyImage">
d	<image src="image.gif" alt="MyImage">

18. When you open MIT App Inventor you see all of the following screens except: **B**

A	Viewer	c	Properties
<b>B</b>	<b>Preview</b>	d	Components

19. Which program allows you to create an image and make changes to the image in a pdd format? \_\_\_\_\_

- a. Dreamweaver
- b. Photoshop**
- c. ImageReady

20. Which program allows you to create an image and make it an animation format? \_\_\_\_\_

- a. Dreamweaver
- b. Photoshop
- c. ImageReady**

21. What are the six steps of creating a website as stated on the Web Development Website Assignment?

<b>1</b>	<b>Planning</b>
<b>2</b>	<b>Content</b>
<b>3</b>	<b>Graphic Design</b>
<b>4</b>	<b>Programming</b>
<b>5</b>	<b>Marketing and Promotion</b>
<b>6</b>	<b>Maintenance</b>

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22. What are the 5 types of apps as stated on from the Mobile Development Website Assignment.?

<b>1</b>	<b>Utility</b>
<b>2</b>	<b>Locale</b>
<b>3</b>	<b>Informative</b>
<b>4</b>	<b>Productivity</b>
<b>5</b>	<b>Immersive</b>

23. What are the 7 Elements of Mobile Design as stated from the Mobile Development Website?

<b>1</b>	<b>Context</b>
<b>2</b>	<b>Message</b>
<b>3</b>	<b>Look and Feel</b>
<b>4</b>	<b>Layout</b>
<b>5</b>	<b>Color</b>
<b>6</b>	<b>Typography</b>
<b>7</b>	<b>Graphics</b>

24. What are the six steps of mobile development as stated on the source in the Mobile Development Website?

<b>1</b>	<b>Starting Point</b>
<b>2</b>	<b>Start Market Research</b>
<b>3</b>	<b>Start Designing</b>
<b>4</b>	<b>Start Developing</b>
<b>5</b>	<b>Test your Mobile App</b>
<b>6</b>	<b>Release your Mobile App</b>

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25. Define the following words, definitions can be found on:

<http://appinventor.mit.edu/explore/support/glossary.html>

Block	<b>App Inventor is a blocks programming language. Blocks are the pieces you connect together to tell your app what to do. They can be found in the Blocks Editor.</b>
Blocks Editor	<b>The screen found by clicking the Blocks button on the design screen. This is where you tell your app what to do.</b>
Component	<b>Components are the pieces of your app that do actions for you. On the design screen, components are dragged from the Components Palette and placed on the phone. Examples of components are Label, Sound, or Button.</b>
Argument	<b>procedures or events are called arguments</b>
Emulator	<b>The name of the fake phone that appears on your computer if you don't have an Android device to work with is an emulator.</b>
List	<b>Lists are used to store information. The position of an item in a list is often called its index. In App Inventor, the first item in a list has an index of 1, the second has an index of 2, and so on.</b>
Designer	<b>The screen where you can drag and drop component pieces and design them using the User Interface.</b>
Properties	<b>Every component has properties that can be changed or initialized on the Designer screen under the Properties which are located on the right hand side. They can also be changed or used in the Blocks view by using getter or setter blocks for properties. These blocks will say something like get/set Button1.Height.</b>