



I. **Read the questions and choose the right option by circling.** (1pt each, 5pts total)

1. **According to the text, why are mobile applications an essential part of our life?**

- a. We don't really use them, we just carry our phones.
- b. We use them only to do sports, like swimming and hiking.
- c. We use them to chat with friends, order pizza, take photos of cats.
- d. We use them to only to listen to music.

2. **According to the text, what features was the first mobile phone equipped with?**

- a. The first phone had nothing, you could only text messages.
- b. The first phone had a compass and a map.
- c. The first phone had word clock, calculator, calendar, and contact book

3. **According to the text, why was the snake game so important?**

- a. At that time, it was the worst mobile gaming experience.
- b. At that time, it was the pinnacle of the mobile gaming experience
- c. At that time, it was the only game ever made.
- d. At that time, it was the company's only idea of mobile gaming experience.

4. **According to the text, what began a new era for the mobile industry?**

- a. The digital keyboard.
- b. The games.
- c. The sports apps.
- d. The video apps.

5. **What is the future of mobile applications?**

- a. The process of developing apps is limited.
- b. The process of developing apps is in constant evolution.
- c. The process of developing apps depends on how much you can spend.
- d. The text doesn't mention.

II. **According to the text, put the events below in chronological order.** (1pt total)

- 1. Users of this brand, whose symbol is a fruit, downloaded a lot of apps.
- 2. The new era for mobile industry began.
- 3. Apps transformed smartphones and lives.
- 4. The multinational cellphone brand was very popular.
- 5. The first smartphone designed and marketed by the company co-founded by Steve Jobs was announced.

6. **Put the events in chronological order.**

- a. 5-4-3-2-1.
- b. 1-4-5-3-2.
- c. 5-4-1-2-3.
- d. 4-5-2-1-3.

# **A Beginner's Guide to Mobile Apps**

The word "app" is an abbreviation for "application." It's a piece of software that can run through a web browser or offline on a device such as a computer, smartphone, tablet, or other electronic devices, including smart TVs and smartwatches. Apps may or may not have a connection to the internet.

## **Types of Apps**

There are three main types of apps: desktop, mobile, and web. Desktop apps are usually much fuller than mobile apps and have all the features of a program, whereas the mobile app is a simpler and easier-to-use version. Web apps can be full of features too, but they depend on the internet connection and a web browser program.

## **Examples of Apps**

Some apps exist in all three forms and are available as not only mobile apps but also desktop and web apps. Some image editors that run on your computer, but there are mobile versions, too. Another example are text generators. They are available for computers in its most advanced form but also on the web, by subscription, and via a mobile app. Others (often games) are similar in that there are both mobile and web versions of the same game.

## **Where to Get Apps**

In the context of mobile apps, almost every platform has an online shop where its users can download both free and paid apps. These are normally accessible through the device itself or a website. Desktop apps are more widely available from unofficial sources such as web pages, but there are also some official online shops ran by companies. Web apps load within a web browser and don't need to be downloaded.

**III. According to the text, what is a good example for the following concepts. (1pt each, 4pts total).**

**7. Types of apps.**

- a. Mobile, phone and printing.
- b. Desktop, tablet and phone.
- c. Mobile, digital and analog.
- d. Desktop, mobile and web.

**8. Device.**

- a. Computer, smartphone, Spotify, Youtube and Whatsapp
- b. Computer, smartphone, tablet, smart TV and smartwatches.
- c. Computer, smartphone, movie apps, music apps and reading apps.
- d. Smart TV, Netflix, Amazon Prime, computer and smartwatches.

**9. Unofficial sources.**

- a. App store.
- b. Web pages.
- c. Torrent.
- d. The text doesn't mention 'unofficial sources'

**10. Desktop apps.**

- a. Desktop apps are usually much fuller than mobile apps.
- b. Desktop apps are easy to find in google.
- c. Desktop apps are hard to find in the web.
- d. Desktop apps are not always what we expect.