Reg. No. :

Duration: Three hours   Maximum: 100 Marks

Answer ALL Questions

PART A - (10 x 1 = 10 Marks)

1. The base layer in the mobile ecosystem is the operator. Here the operator refers to

   (a) Mobile Network Operators   (b) Mobile Service Providers

   (c) Mobile Phone Operators   (d) All The Above

2. An Android application may be tested by installing and running it in _____

   (a) Android Virtual Device emulator   (b) Physical device

   (c) Both A or B   (d) Both A and B

3. What is contained within the Layout xml file?

   (a) Orientations and layouts that specify what the display looks like

   (b) The permissions required by the app

   (c) The strings used in the app.

   (d) The code which is compiled to run the app.

4. What runs in the background and doesn't have any User interface Components

   (a) Intents   (b) Content Providers   (c) Services   (d) Applications

5. What is contained within the Layout at xml file?

   (a) The code which is compiled to run the app

   (b) The strings used in the app

   (c) The permissions required by the app

   (d) Orientations and layouts that specify what the display looks like

6. Which of the following are not a component of an APK file?

    (a) Dalvik executable   (b) Native Libraries

    (c) Resources   (d) All of these are components of the APK

7. When the activity is not in focus, but still visible on the screen it is in?

    (a) Running State   (b) Paused State

    (c) Stoped State   (d) Destroyed State

8. What is the HTTP response error code status in android?

    (a) status code < 100 (b)status code > 100 (c) status $>= 400$ (d) status $<= 400$

9. How to get current location in android?

    (a) Using with GPRS   (b) Using location provider

    (c) SQlite   (d) A & B

10. Which of the following is a NOT valid form of notification invoked by the NotificationManager?

    (a) A Flashing LED   (b) A persistent icon in the status bar

    (c) A sound played   (d) A SMS sent

PART - B (5 x 2 = 10 Marks)

11. The android application is developed to work on 3D graphics rendering and playback of audio and video. Name the libraries that has to be added to enable above features?

12. Write the name of a special kind of view that can be embedded on your device's Home screen. Explain shortly.

13. What is Activity Lifecycle?

14. How do create a new thread?

15. List the methods suitable for User Interface testing.

PART - C (5 x 16 = 80 Marks)

16. (a) (i) Write in detail about various Android libraries and application frame work. (10)

       (ii) Explain briefly about anatomy of an Android application. (6)

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(b)　(i) Write the various elements in the main window of Android Studio? Explain. (6)

　　　(ii) An Android application may be tested by installing and running it either on a physical device or in an Android Virtual Device (AVD). How will you create an Android Virtual Device (AVD) in Android Studio? (10)

17. (a)　(i) What are the key advantages to using XML resource files to design a user interface as opposed to writing a Java code . (16)

Or

(b) Apply the Table layout concepts in View Group that displays child View elements in rows and columns using XML. (16)

18. (a) Create a project in Android Studio, entering Thread Example into the Application name field and androidebooks.com as the company domain setting before clicking on the next button. (16)

Or

(b) Explain the importance of saving and restoring the state of a user interface at particular points in the lifetime of an activity. (16)

19. (a) Develop an Android application to implement Broadcast receivers. (16)

Or

(b) Develop android applications that allows to invoke the standard Android video recording interface. (16)

20. (a) Implement Broadcast receivers by the Android Broadcast Receiver subclass and overriding the onReceive() method with an example (16)

Or

(b) Create an Android application using placement database connectivity (16)

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