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Question Paper Code:U5202

B.E./B.Tech. DEGREE EXAMINATION, NOV 2024

Fifth Semester

Computer Science Engineering

21UCS502- MOBILE APPLICATIONS DESIGN AND DEVELOPMENT

(Common to Information Technology)

(Regulation 2021)

Duration: Three hours

Maximum: 100 Marks

PART A - (10 x 2 = 20 Marks)

1. Differentiate Implicit and Explicit Intents. CO1 -U
2. Suppose that there are two activities in an application named ActivityOne and ActivityTwo. You want to invoke ActivityTwo from ActivityOne. What code you will write? CO1 -U
3. What is Fragment? and its types. CO1 -U
4. Differentiate View and ViewGroup. CO1 -U
5. How will you instantiate Location Manager object? CO1 -U
6. List down the some of the applications of location based services? CO1 -U
7. Write a code for accessing the connectivity Manager CO2 -App
8. How will you include audio file in your application? CO1 -U
9. Write a code to fetch the data using firebase CO2 -App
10. What is Firebase Authentication? CO1 -U

PART – B (5 x 16= 80Marks)

11. (a) Write a Xml and Java code for the following scenario: Scenario: CO2 - App (16)
To create a layout that includes a text box and a button. when the button is tapped it will display the Toast message with the string entered by user in Textbox.
- Or
- (b) Write an example of how to use XML to define a RecyclerView layout in Android? What is the purpose of the AndroidManifest.xml file and how do you use it. CO2 - App (16)

12. (a) Describe the process of starting a new Activity using an Intent. What are the essential components of an Intent for this purpose? CO1 - U (16)
- Or
- (b) Explain in detail menu and its types. CO1 - U (16)
13. (a) Explain the fundamental principles behind location-based services in mobile apps. How do these services determine and utilize a user's location?" CO1 - U (16)
- Or
- (b) What factors should mobile app developers consider when deciding to integrate maps into the application? How do these decisions impact user engagement and utility? CO1 - U (16)
14. (a) Develop a simple music player android application that implements Media player class and uses its methods like play, pause and stop. Also use external files and build interface for music player app CO2 - App (16)
- Or
- (b) Write a code example to implement a media player with seek bar and play/pause Controls in Android. CO2 - App (16)
15. (a) A department head is in need of faculty details such as ID, Name, Contact No, Designation, Email ID and the same to be stored and fetched from the database with the following operations can be done by the department head. CO2 - App (16)
- Enable the department head to create new faculty details
 - Update the faculty details when it is required
- Delete the faculty details when it is required Retrieve the faculty details by inputting their name
- Or
- (b) Write a code snippet to insert, update and delete data in a SQLite table CO2 - App (16)