C 60092 (Pages : 2) Name.................................

Reg. No...............................

SIXTH SEMESTER B.Sc. DEGREE EXAMINATION, MARCH 2019

(CUCBCSS)

Computer Science

BCS 6B 12—ANDROID PROGRAMMING

Time : Three Hours   Maximum : 80 Marks

Part A

Answer all questions.
Each question carries 1 mark.

1 Define the purpose of *AndroidManifest.xml*

2 For relational data storage Android uses SQLLite database, True *or* False ?

3 What is a view in android ?

4 Expand ADT.

5 The virtual machine used by android is known as ——————.

6 The mechanism to invoke android components is known as ——————.

7 Write the purpose of *android.bluetooth* package.

8 What's the difference between android:gravity and android:layout_gravity ?

9 Does developing for Android require the JRE or the JDK ?

10 The first android version was released in the year ——————.

(10 × 1 = 10 marks)

Part B

Answer all questions.
Each question carries 2 marks.

11. What is an AVD ? What do you use it for ?

12. What are all the methods that can be used to write log messages, and what's different about them ?

13. What is the connection between resource-reference syntax and allocating IDs for UI controls ?

14. What is R.java ?

15. What are resource configuration qualifiers ?

(5 × 2 = 10 marks)

Turn over

Part C

Answer any **five** *questions.*
Each question carries 4 marks.

16. Differentiate fragment and an activity in Android.

17. Explain the architecture of content providers.

18. What is the role of the ContentValues class and ContentResolver class ?

19. Explain Android Software Stack.

20. Illustrate the linking of activities using intent with an example.

21. What is the difference between action_pick and action_get_content ?

22. How to create a linear layout with view components ?

23. Explain Spinner. How is a Spinner different from the other list controls ?

(5 × 4 = 20 marks)

Part D

Answer any **five** *questions.*
Each question carries 8 marks.

24. Explain various Android Packages.

25. Explain the Layout Managers in Android UI development with code snippet.

26. Create an android application with a user interface containing a list view. On clicking an item in the list view, it should display that item name in the next screen.

27. Explain :

　　1) How to create menu and menu groups ?

　　2) How to respond to menu items ?

　　3) How to load menu through xml ?

28. Illustrate how to establish database connectivity to an android application.

29. What are content providers ? Explain how to query, read, update and delete data in content providers.

30. How to save and load shared preferences ? Explain :

　　(a) List Preference.

　　(b) Check box Preference.

　　(c) Edit Text Preference.

31. Draw and explain the application life cycle.

(5 × 8 = 40 marks)