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SIXTH SEMESTER B.Sc. DEGREE EXAMINATION, MARCH 2017

(CUCBCSS-UG)

Computer Science

BCS 6B 12-ANDROID PROGRAMMING

Time: Three Hours

Maximum: 80 Marks

Part A

Answer all questions.

Each question carries 1 mark.

- Android is Open Source, True or false?
- 2. For relational data storage Android uses SQLLite database, True or False?
- 3. Which virtual machine is used by android to run application?
- 4. Expand ADT
- The virtual machine used by android is known as ———
- The mechanism to invoke android components is known as ———.
- 7. Write the purpose of android app package
- 8. Name the two important parts of Android SDK
- 9. Define the purpose of AndroidManifest.xml
- 10. Does developing for Android require the JRE or the JDK?

 $(10 \times 1 = 10 \text{ marks})$

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 Ul controls?
- 14. What is R.java?
- 15. What are resource configuration qualifiers?

 $(5 \times 2 = 10 \text{ marks})$

Turn over

Part C

Answer any five questions. Each question carries 4 marks.

- Explain the Resource Types in Android.
- 17. What are the names of some useful command-line tools in Android?
- 18. What is the role of the Content Values class and Content Resolver class?
- 19. How does URIMatcherwork, and what is it used for ?
- 20. What are constituent parts of intent?
- 21. What is the difference between action_pick and action_get_content?
- 22. Explain the Layout Managers in Android Ul development?
- 23. Explain Spinner? How is a Spinner different from the other list controls?

 $(5 \times 4 = 20 \text{ marks})$

Part D

Answer any five questions. Each question carries 8 marks.

- 24. Explain Fragmentation in android 2
- 25. Explain Android's common controls?
- 26. Explain List Preference, Checkbox Preference, EditText Preference?
- 27. Explain:
 - (1) Creating Menu.
 - (2) Creating Menu Groups.
 - (3) Icon Menu, Context Menu, Alternative Menus.
- 28. Explain database manipulation using SQLLite?
- 29. Explain Android Resources?
- 30. Explain the fundamental components of ADT?
- 31. Explain the structure of Android application?

 $(5 \times 8 = 40 \text{ marks})$