

**Sample Question Paper:**  
**Scheme – I**

**Programme Name: Computer/Information Technology Engineering**  
**Programme code:CO/IF**  
**Semester: VI Sem**  
**Course Title: Mobile Application Development**  
**Marks : 70**

**22617**

**Time: 3 Hrs.**

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**Instructions:**

- (1) All questions are compulsory.
- (2) Illustrate your answers with neat sketches wherever necessary.
- (3) Figures to the right indicate full marks.
- (4) Assume suitable data if necessary.
- (5) Preferably, write the answers in sequential order.

**Q.1) Attempt any FIVE of the following.**

**(10 Marks)**

- a) List features of Anroid Operating System.
- b) Define Android Virtual Devices (AVD).
- c) Write the directory path where images are stored while developing Android application.
- d) List all attributes to develop a simple button .
- e) Write the syntax for Intent-Filter tag.
- f) Define services in Android operating system.
- g) Enlist the steps to publish the Android application.

**Q.2) Attempt any THREE of the following.**

**(12 Marks)**

- a) Describe the Anroid architecture in detail.
- b) Differentiate between JVM and DVM.
- c) Explain the activity life cycle.
- d) Discuss the need of permissions in Android. Describe the permissions to set system functionalities like bluetooth,camera.

**Q.3) Attempt any THREE of the following.**

**(12 Marks)**

- a) Explore the Steps to install and configure Android Studio and SDK .
- b) Explain Date and Time picker with its methods.
- c) Describe the significance of SQLite database in Anroid.
- d) Discuss Developer console with its purpose.

**Q.4) Attempt any THREE of the following.**

**(12 Marks)**

- a) Observe the following GUI and write an XML file using relative layout to create the same.

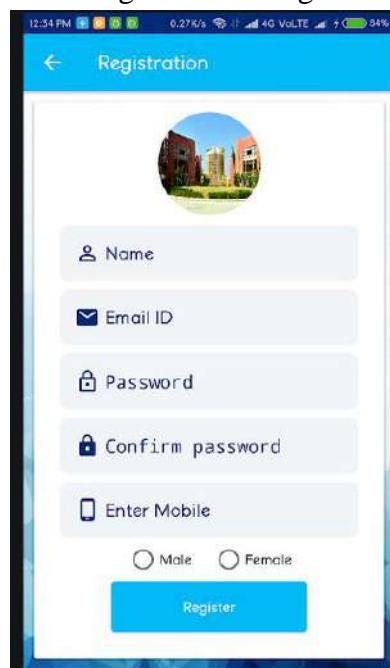


- b) Write a program to display circular progress bar.  
c) List sensors in Android and explain any one in detail.  
d) Explain zoom control (IN / OUT) with the help of an example.  
e) Develop an application to send and receive SMS. (Write ONLY .java and permission tag in manifest file)

**Q.5) Attempt any TWO of the following.**

**(12 Marks)**

- a) Develop the registration form using the following GUI.



- b) Write a program to capture an image using camera and display it.  
c) Develop a program to send an email.

**Q.6) Attempt any TWO of the following.**

**(12 Marks)**

- a) Develop an application to store student details like roll no, name, branch, marks,percentage and retrieve student information using roll no. in SQLite databases.
- b) Write a program to locate user's current location. (Write ONLY .java and manifest file)
- c) Develop a simple calculator using table layout.

Sample Test Paper I

MSBTE Outcome based Curriculum  
Scheme – I

Programme Name: Computer Engineering/Information Technology

Programme Code: CO/IF

Semester: Sixth

Course: Mobile Application Development

Marks: 20

22617

Time:1 hour

**Instructions:** All questions are compulsory

1. Illustrate your answers with neat sketches wherever necessary
2. Figures to the right indicate full marks
3. Assume suitable data if necessary
4. Preferably, write the answers in sequential order.

**Q1. Attempt Any FOUR**

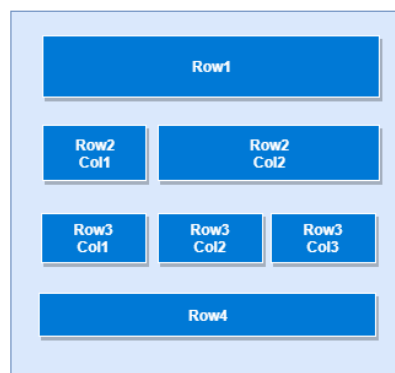
(08 Marks)

- a) List all versions of android operating system.
- b) Explain ADT Plugins in detail.
- c) Define Emulator.
- d) List Eight alignment attributes of relative layout.
- e) Draw the hierarchical directory structure of android application.
- f) Write features of android operating system.

**Q2. Attempt any THREE**

(12 Marks)

- a) Draw and explain android architecture in detail.
- b) Differentiate JVM and DVM.
- c) Write a program to display following output using suitable layout.



- d) Explain any four UI Components of Android application.

**Sample Test Paper II**  
**MSBTE Outcome based Curriculum**  
**Scheme – I**

**Programme Name: Computer Engineering/Information Technology**

**Programme Code: CO/IF**

**Semester: Sixth**

**Course: Mobile Application Development**

**Marks: 20**

**22617**

**Time: 1 hour**

**Instructions:** All questions are compulsory

1. Illustrate your answers with neat sketches wherever necessary
2. Figures to the right indicate full marks
3. Assume suitable data if necessary
4. Preferably, write the answers in sequential order

**Q1. Attempt Any FOUR**

**(08 Marks)**

- a) List different User Interface Elements. Explain Toggle Button.
- b) Enlist different ways to handle databases in android? Elaborate any one.
- c) Draw the life cycle of an activity.
- d) List different types of views? Explain Scroll view.
- e) Name any 4 methods to get location data in android.
- f) Write steps to develop an android application.

**Q2. Attempt any THREE**

**(12 Marks)**

- a) Build a GUI for Student table with 5 records, write queries to add, delete and view the records from the SQLite databases.
- b) Develop an android application to calculate age (Use Date Picker) using following GUI.



- c) Define content provider and explain fragments.
- d) Describe types of permissions used while developing android applications.