



Sri Lanka Institute of Information Technology

B.Sc. Honours Degree in Information Technology

Specialized in Information Technology

Final Examination
Year 2, Semester 2

IT2010 – Mobile Application Development

Model Paper

Duration: 2 Hours

Instructions to Candidates:

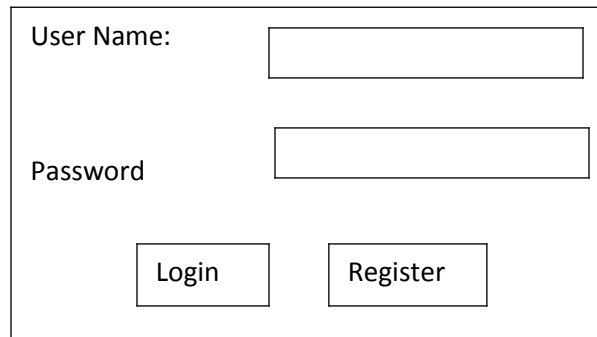
- ◆ This paper has 6 questions.
- ◆ Answer all questions.
- ◆ The total marks for the paper is 100.
- ◆ This paper contains 4 pages, including the cover page.
- ◆ Electronic devices capable of storing and retrieving text, including calculators and mobile phones are not allowed.
- ◆ Students must **return the paper** at the end of the exam.
- ◆ **Project name** must be **student ID** number.
- ◆ **Only the submitted answer will be graded.**
- ◆ **Accessing social media, email and sharing files over the internet is prohibited.**

Create an application to manage user profiles

Question 01 - Activity

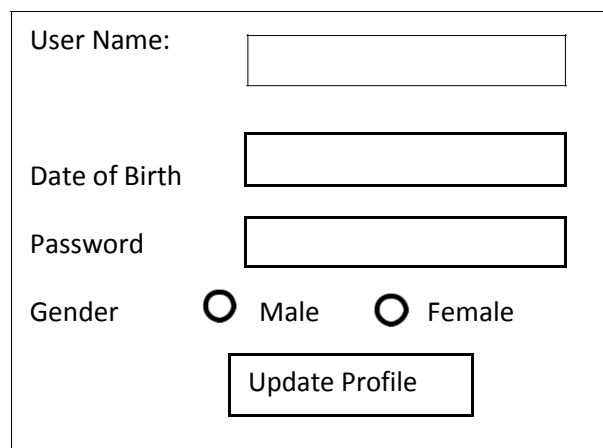
10 Marks

- a. Create an Activity called **Home** and design the given layout



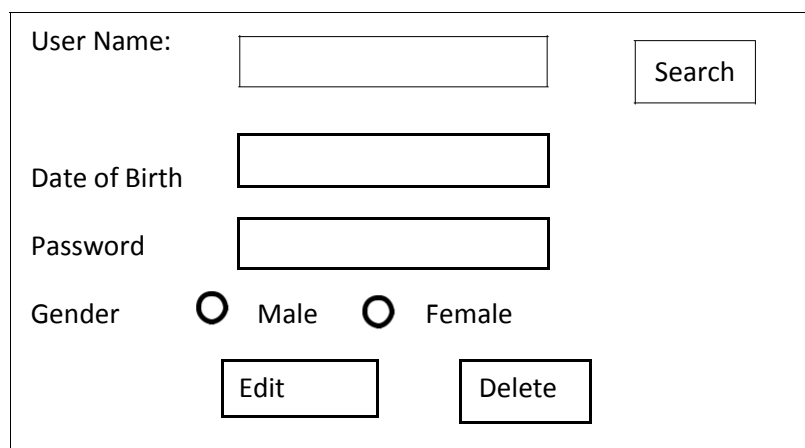
The layout for the Home activity is a rectangular box containing the following elements: a 'User Name:' label followed by a text input field, a 'Password' label followed by a text input field, and two buttons labeled 'Login' and 'Register' positioned side-by-side at the bottom.

- b. Create an Activity called **ProfileManagement** and design the given layout.



The layout for the ProfileManagement activity is a rectangular box containing the following elements: a 'User Name:' label followed by a text input field, a 'Date of Birth' label followed by a text input field, a 'Password' label followed by a text input field, a 'Gender' label followed by two radio buttons labeled 'Male' and 'Female', and an 'Update Profile' button at the bottom.

- c. Create an Activity called **EditProfile** and design the given layout.



The layout for the EditProfile activity is a rectangular box containing the following elements: a 'User Name:' label followed by a text input field and a 'Search' button to its right, a 'Date of Birth' label followed by a text input field, a 'Password' label followed by a text input field, a 'Gender' label followed by two radio buttons labeled 'Male' and 'Female', and two buttons labeled 'Edit' and 'Delete' positioned side-by-side at the bottom.

Question 02 – UserProfile Class**5 Marks**

- a. Final class called '**UserProfile**'. Make the default constructor private. Create an inner class called 'Users' by implementing 'BaseColumn' interface. Inside the inner class, define the columns you need along with the table.

Question 03 – DBHandler Class**50 Marks**

- a. Create another class called DBHelper inside the database folder by extending the class SQLiteOpenHelper as its superclass. Implement the relevant methods and constructors.

5 Marks

Database Table Name	UserInfo
Column Name:	_ID - Primary Key
	userName
	dateOfBirth
	Gender

- b. Implement a method named addInfo() to store user details details .
- c. Implement a method named updateInfor() to modify stored user details based on the user ID. Method must return a Boolean value based on the success or failure.
- d. Implement a method named readAllInfor() to retrieve all the user details stored in the database table.
- e. Overload the method readAllInfor() to retrieve the user details based on the primary key.
- f. Implement a method named deleteInfo() to delete a specific user

Question 04 – Main Activity**6 Marks**

Create intent objects to start

- a. ProfileManagement activity from 'Register' button
- b. EditProfile activity from 'Update Profile' button

Question 05 – ProfileManagement Activity**7 Marks**

- a. Call addInfor() method implemented in DbHandler class from the onClick event of Register button. Display a Toast Message indicating success or failure

Question 06 – EditProfile Activity**10 Marks**

- a. Call readAllInfor() method implemented in DbHandler class from the onClick event of the Search button to retrieve profile of a specific user.
- b. Call updateInfor() method implemented in DbHandler class from the onClick event of the Edit button to update user details
- c. Call deleteinfor() method implemented in DbHandler class from the onClick event of the Delete button to delete a user