QUESTION BANK: MOBILE APPLICATION DEVELOPMENT

MODULE 2:

1. List the different Android input controls with neat diagram.
2. What is a Menu? List out the types of Menus. Explain implementation of app bar & options menu.
3. List out the steps to create spinner and its adapter.
4. Write an XML code snippet to create a raised button
5. What is a gesture? How do you detect common gestures?
6. What is a Menu? Explain the different types of Menus
7. Explain the components of an app bar
8. Describe the steps to create a pop up menu
9. Explain Styles and Themes.
10. What is a picker? Explain adding a fragment, setting, returning and showing the picker.
11. Explain the steps for implementing a Recycler View.
12. What is screen orientation? Explain its implementation.
13. Explain Hierarchical navigation patterns with an example
14. Define navigation drawer. Explain the steps to create a navigation drawer in your app
15. Describe the Recycler view components and draw a diagram to show there Relationship between them.
16. Explain the principles of Material Design.

MODULE-3:

1. What is an AsyncTask? Explain the steps followed to execute an AsyncTask along with diagram of the calling order
2. Explain the steps to make a network call / to connect to internet in detail with example
3. What is a notification? Give an example for creating and setting notification components
4. Write a short note on notification priority describing the constants
5. List the types of Alarms and explain
6. With a neat diagram indicate the comparison between the started and bound
Service Job scheduler? Explain the components of Job scheduler
8. Explain the types of broadcast intents
9. What is a loader and how do you start a loader? Give an example
10. List the Loader Manager Call-backs and write their purpose. Explain any one of the Loader Manager Call backs with Java code lifecycles.