Question Bank for Practical Exam

Q.1   **Shell Scripting Programs**   **(2 programs)**   **20 Marks**

- Hello world
- Print Integer
- Addition
- Odd or Even
- Add, subtract, multiply and divide
- Check vowel
- Leap year
- Add digits
- Factorial
- HCF and LCM
- Decimal to binary conversion
- ncR and nPr
- Add n numbers
- Swapping
- Reverse number
- Palindrome number
- Prime numbers
- Find armstrong number
- Generate armstrong number
- Fibonacci series
- Print floyd's triangle
- Print pascal triangle
- Addition using pointers
- Maximum element in array
- Minimum element in array
- Linear search
- Binary search
- Reverse array
- Insert element in array
- Delete element from array
- Bubble sort
- Print string
- String length
- Compare strings
- Copy string
- Concatenate strings
- Reverse string
- Find palindrome
- Delete vowels
- C substring
- Sort a string
- Remove spaces
- Change case
- Swap strings
- Character's frequency
- Print date
- Program for addition of number
- Program to compare two numbers

Question Bank for Practical Exam

- Program for separating each digit of a four digit number
- Program for print following pattern

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- Program to print prime number upto N
- Program to print Fibonacci series
- Shell user input and output
- Gawk
- Sed
- Shell program for web page access

Q. 2   Linux Commands   (2 commands)   10 Marks

All the linux command mentioned in Practical List

Q.3   Android Program   (1 program)   20 Marks

- Hello World
- Program to demonstrate use of Layouts
- Program to demonstrate use of controls

S.N.	UI Control & Description
1	**TextView** This control is used to display text to the user.
2	**EditText** EditText is a predefined subclass of TextView that includes rich editing capabilities.
3	**AutoCompleteTextView** The AutoCompleteTextView is a view that is similar to EditText, except that it shows a list of completion suggestions automatically while the user is typing.
4	**Button** A push-button that can be pressed, or clicked, by the user to perform an action.
5	**ImageButton** AbsoluteLayout enables you to specify the exact location of its children.
6	**CheckBox** An on/off switch that can be toggled by the user. You should use checkboxes when presenting users with a group of selectable options that are not mutually exclusive.

Question Bank for Practical Exam

7	**ToggleButton** An on/off button with a light indicator.
9	**RadioGroup** A RadioGroup is used to group together one or more RadioButtons.
11	**Spinner** A drop-down list that allows users to select one value from a set.
12	**TimePicker** The TimePicker view enables users to select a time of the day, in either 24-hour mode or AM/PM mode.
13	**DatePicker** The DatePicker view enables users to select a date of the day.

- Program to find latitude – longitude
- Program to send sms
- Program to send Email
- Program to access database
- Program to make phone call