

Unit 1: Introduction to Android**Que: 1 Answer the following question in short.****[1 mark each]**

1. What is Android?
2. What is the importance of having an emulator within the Android environment?
3. What is adb?
4. Who is a father of Android?
5. Define Open Handset Alliance.
6. What language is supported by Android for application development?
7. What is the significance of the .dex files?
8. What does ADT stand for?
9. Android is licensed under which open source licensing license?
10. List out the three main components of the APK.
11. Write down any one advantages of Android.
12. List out at least four versions of Android.
13. Each application can have zero or more activities. True or False? Justify in short.
14. Which library provides the database support in Android application?
15. List out any three IDEs which can be used for Android development.
16. List out the tool name provided by Android SDK.
17. Write down the name of the attribute which specifies the minimum version of the OS on which the application will run.
18. What is emulator?
19. Give the folder name which stores your all Android project.
20. Give the languages name, which you can code in Eclipse editor.
21. What is the resolution of HVGA skin?
22. What is the resolution of QVGA skin?

Que: 2 Answer the following question in short.**[2-3 marks each]**

1. What is the Google Android SDK?
2. List out the component of Android architecture.
3. List out the various folder that are available in each Android project.
4. What role does Dalvik play in Android development?
5. What is Android Runtime?
6. Comment "Android is hailed as the first complete, open, and free mobile platform"
7. What is an AVD?
8. Describe a real time scenario where Android device can be used?
9. List out the important Android SDK package.
10. Why Google wanted Android to be open and free?
11. What is the difference between the android:versionCode and android:versionName attributes in the AndroidManifest.xml file?
12. What is the use of the string.xml file?
13. Write down any two between Android 4.0 and 2.0.
14. Write down any four features of Android 3.0.
15. Using ADT, What can you do in Eclipse to develop an Android application?
16. Write down the steps to create an AVD.
17. How do you specify the minimum version of Android required by your application?
18. How do you specify the target version of Android required by your application?
19. What is the use of the color.xml file?
20. What is the use of R.java file?

Que: 3 Answer the following question in details.**[6 marks each]**

1. Write a short note on Android architecture.
2. What is AIDL (Android Interface Definition Language)? What data types are supported by AIDL?

3. What are the core components under the Android application architecture? Explain any two in detail.
4. Write a note on APK format.
5. Write a note on Dalvik Virtual Machine.
6. Write a note on Android feature.
7. Write a note on Android device available in market.
8. The resources are stored in which directory? Which resource types are supported by Android SDK?
9. List and describe in detail Android development tools.
10. List out the required tool to develop an Android based application. Explain any one in detail.
11. Demonstrate how you can specify Android versions supported by the application.
12. Write note on Android platform.
13. Write a note on DDMS.
14. Write down the steps to build an Android application with an appropriate example.
15. List out the tool require of Android application development. Explain with appropriate steps to configure those tools in your computer.
16. State the difference between Java virtual machine and Dalvik virtual machine.
17. Write a note on APK component.
18. What is the use of AndroidManifest.xml file. Write down the structure of it with an appropriate example.
19. Explain the following things in the context of android device: *Screen size, Screen density, Orientation, Resolution, Density-independent pixel (dp)*.
20. How Android supports multiple screen? Explain with an appropriate example.

Que: 4 Select most appropriate answer from the given option.

[1 mark each]

1. Select a component which is NOT part of Android architecture.
 - a. Android framework
 - b. Libraries
 - c. Linux kernel
 - d. Android document
2. What is AAPT?
 - a. Android Asset Processing Tool.
 - b. Android Asset Providing Tool.
 - c. Android Asset Packaging Tool.
 - d. Android Asset Packaging Technique
3. Required folder when Android project is created.
 - a. build
 - b. build/
 - c. bin
 - d. bin/
4. Adb stands for
 - a. Android Drive Bridge.
 - b. Android Debug Bridge.
 - c. Android Destroy Bridge.
 - d. Android Delete Bridge.

5. Is list data type supported by AIDL?
 - a. Yes
 - b. No
6. Component which is NOT under the Android application.
 - a. Content providers
 - b. Resource externalization
 - c. Applications
 - d. Notifications
7. Language which is supported by Android for application development?
 - a. PHP
 - b. VB.NET
 - c. Java
 - d. C++
8. Which of the following contains all the code that provides the main features of an Android OS?
 - a. Linux kernel
 - b. Libraries
 - c. Android runtime
 - d. Application
9. What is contained within the manifest xml file?
 - a. The source code
 - b. The list of strings used in the app
 - c. The permissions the app requires
 - d. None of the above
10. What is the name of the program that converts Java byte code into Dalvik byte code?
 - a. Mobile Interpretive Compiler (MIC)
 - b. Dex compiler
 - c. Dalvik Converter
 - d. Android Interpretive Compiler (AIC)
11. Android is based on Linux for the following reason.
 - a. Portability
 - b. Security
 - c. Networking
 - d. All of these
12. Which piece of code used in Android is not open source?
 - a. Power management
 - b. Audio driver
 - c. Wi-Fi driver
 - d. Keypad driver
13. What was the main reason for replacing the Java VM with the Dalvik VM when the project began?
 - a. Java VM ran too slow
 - b. Java VM was too complicated to configure
 - c. Java virtual machine was not free
 - d. There was not enough memory capability
14. From a phone manufacturer's point of view, what makes Android so great?
 - a. Aside from some specific drivers, it provides everything to make a phone work
 - b. It allows them to compete with Apple's iPhone
 - c. It makes the hardware work better
 - d. It allows users to create apps, generating revenue for the companies
15. Which of the following is not a component of an APK file?

- a. Dalvik executable
- b. Native Libraries
- c. Resources
- d. All of these are components of the APK

Que 5: Fill in the blanks.**[1 mark each]**

1. _____ is the virtual resource that can be used as a background, title, or in other parts of the screen. It is compiled into an android.graphics.drawable subclass.
2. _____ owns the android platform.
3. _____ layer contains all the low level device driver.
4. In _____ years Google purchase Android.
5. _____ enable every Android application to run in its own process.
6. _____ operating system is used as the base of the Android stack.
7. _____ is nickname of a version of Android 2.2.
8. _____ was the first phone released that ran the Android OS.
9. DDMS stands for _____.
10. The latest version of Android is _____.
11. Ice cream sandwich is the codename of _____ Android version.
12. The _____ hosts all the various Android applications written by third-party developer.
13. The _____ file contains detailed configuration information for your application.
14. Android is an open source mobile operating system based on the _____ operating system.
15. To develop an Android application _____ programming language can be used.

Unit 2: Android Application Design Essentials – I**Que: 1 Answer the following question in short.****[1 mark each]**

1. What is application context?
2. What is the use of application context?
3. Define Intent.
4. What are the four essential states of an activity?
5. What is the function of an intent filter?
6. When is the onStop() method invoked?
7. What is a visible activity?
8. Which object is passed to onCreate () method?
9. To create an Activity which class must be inherits in our sub class?
10. What is the use of Context class in Android?
11. What is the use of Extras object of Intent?
12. What is the use of LogCat window in eclipse?
13. Which of the theme is use to an activity to display floating dialog?
14. Define PendingIntent.
15. Define Services.

Que: 2 Answer the following question in short.**[2-3 marks each]**

1. Write down the different ways to retrieve an application context.
2. Describe Activities in brief.
3. List out the primary pieces of information in an intent.
4. List out any four general action to be performed with intent.
5. List out secondary attributes that you can also include with intent.
6. Write down any one difference between explicit intent and implicit intent.
7. What's the difference between a file, a class and an activity in android?
8. Write a snippet to pass the data from one activity to other activity.
9. Define: Context, Activity
10. Define: Style, theme

11. Difference between onCreate() and onStart() in android service life cycle?
12. What is Intent? Discuss its usefulness in short.
13. Write note on Android manifest file configuration.
14. Write down the snippet to applying **Dialog** theme to an Activity.
15. Write down the snippet to hide the title of an Activity.
16. List out any four objects of Intent.
17. What is the difference between onCreate() and onResume() method?
18. Write down the difference between onStop() and onDestroy() method.
19. What will happen if you have two or more activities with the same intent filter action name?
20. Write a code to get feedback after sending a message.

Que: 3 Answer the following question in details.

[6 marks each]

1. Define ANR (Application Not Responding). When does ANR occur? How can the ANR be prevented?
2. Write a code snippet to transfer the data from one activity to another activity with possible validation.
3. Explain how to configure intent-filter in AndroidManifest.xml file with example.
4. What do you mean by Activity stack? Explain with appropriate diagram.
5. Write the code to invoke the built-in Browse application.
6. Which component can you specify in an Intent filter?
7. What is the difference between IntentService and service?
8. Differentiate Activities from Services.
9. What is the difference between Service and Thread?
10. Write code snippet to retrieve IMEI number of Android phone.
11. What is needed by the application to send an SMS?
12. Explain function of broadcasting intent, Explain any one of example of it.
13. List the permissions you need to declare in your AndroidManifest.xml file for sending and receiving SMS messages.
14. List any one differences between Intent and PendingIntent with an appropriate example.
15. Write a snippet code to send the SMS using intent.
16. Write a snippet which updates an Activity from a BroadcastReceiver.
17. Write a snippet to invoke an Activity from a BroadcastReceiver.
18. How do you notify an activity from a BroadcastReceiver? Give an appropriate example for it.
19. Write an application in Android which preventing the messaging application from receiving a message.

Que: 4 Select most appropriate answer from the given option.

[1 mark each]

1. Which is NOT state of an activity?
 - a. Active
 - b. Paused
 - c. Stopped
 - d. Stored
2. Paused is used
 - a. If the activity is at the background and still visible
 - b. If the activity is not visible
 - c. If the activity is at the foreground and visible
 - d. If the activity is at the foreground
3. What is ANR?
 - a. Application Not Responding
 - b. Application Not Required

- c. Application Not Removing
- d. Application Not Recording
- 4. What is NOT used in monitoring an activity.
 - a. Visible lifetime
 - b. Background lifetime
 - c. Entire lifetime
 - d. Foreground lifetime
- 5. Your Java source code is what is directly run on the Android device.
 - a. True
 - b. False
- 6. Which of the following class is use for linking Activities?
 - a. intent
 - b. Intent
 - c. Context
 - d. This
- 7. Which of the following method is called when the current activity is being pauses and previously activity is being resumed?
 - a. onPause()
 - b. onResume()
 - c. onStart()
 - d. onRestart()
- 8. Which of the following method is called when the activity has been stopped and restarting again?
 - a. onRestart()
 - b. onStop()
 - c. onDestroy()
 - d. onPause()
- 9. Which of the following method invokes another activity but does not return a result to the current activity?
 - a. onReturnActivity()
 - b. startActivity()
 - c. startActivityForResult()
 - d. None of the above.
- 10. Which of the following method invokes another activity but returns a result to the current activity?
 - a. onReturnActivity()
 - b. startActivity()
 - c. startActivityForResult()
 - d. None of the above.
- 11. Which of the following action is use to view the web page.
 - a. ACTION_VIEW
 - b. ACTION_DISPLAY
 - c. ACTION_SHOW
 - d. All of the above.

Que 5: Fill in the blanks.**[1 mark each]**

- 1. Key-value pairs for additional information that should be delivered to the component handling the intent are known as _____.
- 2. _____ method is called when activity becomes visible to user.
- 3. Before activity is destroyed by the user _____ method is called.
- 4. Using _____ class, we can navigate to an Activity.

5. If we want to pass data back from an Activity, we have to use _____ method.
6. _____ Method sets a result code and the data to be returned back to the calling activity.
7. If application needs to load a web page, you have to use _____ class object to invoke the built-in web browser to display the web page.
8. To perform an action on your application behalf, often at a later time, regardless of whether application is running or not _____ object need to create.
9. Passing data to an activity _____ object can be used.
10. _____ are mini-activities that can be added or removed from activities.
11. To display an activity as a dialog use _____ method and implement _____ method.
12. When activity is started, the _____ and _____ events are always called.
13. All activity must be declared in the _____ file.
14. The Android OS will look for all activities that are able to satisfy request, is known as _____.

Unit 3 Android Application Design Essentials – II

Que: 1 Answer the following question in short.

[1 mark each]

1. What is an action?
2. Where will you declare your activity so the system can access it?
3. Where can you define the icon for your Activity?
4. What do you mean by resource?
5. What is the importance of settings permissions in app development?
6. Name the permission you need to declare in your AndroidManifest.xml file for receiving SMS messages.
7. Name the permission you need to declare in your AndroidManifest.xml file for HTTP connection.
8. Define PendingIntent.
9. What do you mean by resource?
10. What is the use of color.xml file?
11. Write down the permission name which requires receiving SMS in your Android application.
12. How can you change an icon for your Android application?
13. Write use of R.java in Android.
14. Write down a folder name in which animation resource stores.
15. Define system resource.

Que: 2 Answer the following question in short.

[2-3 marks each]

1. List image formats supported in Android.
2. What is the use of the strings.xml file?
3. What are resources?
4. Explain Android resource directories in android.
5. List out the resource value type available in Android.
6. Write down the snippet to retrieve resource programmatically.
7. Write down the step to set simple resource using eclipse.
8. How to use string resource as format string? Explain with an appropriate example.
9. Write down snippet to define string array in string.xml file.
10. How to define Boolean resource in bools.xml file? Explain with an appropriate example.
11. Define nine-patch stretchable graphics. How to create nine-patch image in Android?
12. How to do frame-by-frame animation in Android? Explain with an appropriate example.
13. Write down snippet to access media file from raw folder.
14. Write down snippet to use Layout resource programmatically.
15. How to use style resource programmatically. Explain with any one example.

Que: 3 Answer the following question in details.

[6 marks each]

1. What is AndroidManifest.xml? Write down its usages with appropriate example.
2. Write a note on activity life cycle.
3. Write line of code that must be inserted in Activity to read a fixed amount of text from a file.
4. Which methods of the android.util.Log class can be used to add logging support to Android application?
5. How many permissions Android application has by default? What should be added, where, to gain access to the built in camera?
6. What is AndroidManifest.xml file? What kind of information is stored in it? Explain structure of it.
7. What are resources? List different types of resources with required directory filename and xml tag.
8. Describe different types of Drawable resources with example.
9. What is Resource? How to define integer resource and string resource in XML file?
10. Write note on 1) Color resource 2) Dimension resource.
11. List permission required for following task
 - a. Send SMS
 - b. To access phone state Information
 - c. Add contact details
 - d. Write file to SD Card
 - e. To access online URL
 - f. To dial number
 - g. Read contacts

Que: 4 Select most appropriate answer from the given option.

[1 mark each]

1. What is contained within the Layout xml file?
 - a. The code which is compiled to run the app.
 - b. The strings used in the app.
 - c. The permissions required by the app.
 - d. Orientations and layouts that specify what the display looks like.
2. Android doesn't make any assumptions about a device's screen size, resolution, or chipset.
 - a. True
 - b. False

Unit 4: Android User Interface Design Elements

Que: 1 Answer the following question in short.

[1 mark each]

1. What is Orientation in the context of Android layout?
2. Write a snippet to display a Toast Notification?
3. Which kind of resources can be put into assets folder?
4. List out different type of ViewGroup in android.
5. What is difference between dp unit and px unit?
6. List out the types of dialog.
7. What is ContextMenu?
8. Explain drawCircle () method of Canvas with its parameters.
9. Explain DatePicker control.
10. What is view?
11. List at least four values of autoLink attribute in TextView control.
12. Explain AlertDialog in short.
13. List at least 2 properties of Listview control in Android.
14. List out the orientation name supported by LinearLayout.
15. Give the Layout name which groups the view into row and column.
16. List out the three ways to persist activity state.

17. List out the two ways to adapt to changes in orientation.
18. What is the use of `setRequestOrientation()` method?
19. Which view is use to display a list of an item?
20. Write a difference between Button and ImageButton.
21. Write down the different sates of CheckBox.
22. What is the purpose of ImageSwitcher?
23. Name two methods you need to override when implementing an option menu in your activity.
24. Name two methods you need to override when implementing a context menu in your activity.

Que: 2 Answer the following question in short.

[2-3 marks each]

1. What is the importance of XML-based layouts?
2. What is ViewGroup?
3. Explain `onCreateContextMenu()` and `registerForContextMenu()` methods.
4. How indicator progress status can be set programmatically?
5. Explain the `setFilters()` method that can be used with EditText control.
6. What is notification? How it is differ from Toast?
7. Give an example to show Alert Dialog.
8. Difference between Context menu and Option menu.
9. Difference between List and spinner.
10. Comparison between Gallery View and Image View.
11. Explain progress bar with any two properties.
12. Explain any four attribute of table layout.
13. Explain toggle button with example.
14. Write a snippet to display time picker dialog in brief.
15. Explain how you can add logging support to your application?
16. Demonstrate how to draw rectangles with rounded corners?
17. Why is the `AbsoluteLayout` not recommended for use?
18. What is the difference between `onPause()` method and `onSaveInstanceState()` method?
19. Name the three methods you can override to save an activity's state.
20. List out any four layout supported by Android.
21. How can you programmatically determine whether a `RadioButton` is checked?
22. How do you access the string resource stored in the `string.xml` file?
23. Write the code snipped to obtain the current date.
24. Name the three specialized fragments you can use in your Android application and describe their uses.
25. Using thread write down the snippet to display a progress dialog till 2 seconds.

Que: 3 Answer the following question in details.

[6 marks each]

1. Explain the difference between a regular bitmap and a nine-patch image?
2. Define notification. List out different type of notification available in Android. Explain any one of them with an appropriate example.
3. How is Handler class used for Background thread processing?
4. Define dialog. List out the types of dialog availabe in Android. Explain any one in detail with an appropriate example.
5. Explain how to use `WebView` control to load content from a specific website? What should be written to render raw HTML to webview control?
6. Explain the four different tweening transformations.
7. Write an outline code to show frame by frame animation. Load 2 `Bitmap` resources and create `AnimationDrawable`. What is the purpose of `setOneShot()` method.
8. Explain `TableLayout` and `TableRow` view attributes.
9. Write detailed note on different types of layouts.

10. Explain with code snippet Gallery view. How it is differ from Image View?
11. Explain the key methods that Activity must use to manage a Dialog.
12. What is the difference between AutoCompleteTextView and MultiAutoCompleteTextView? Show how to provide an AutoCompleteTextView for the user that can help them type some of the basic colors from an array in the code. Also show the layout resource definition for this AutoCompleteTextView control.
13. Explain animation supported by Android taking suitable example.
14. What is WebView? How can we load content into WebView? How can we handle WebView events?
15. What is uses of following widgets and list its important properties and event
Progressbar, SeekBar, RatingBar, VideoView, Chronometer, ImageView, ToggleButton
16. Differentiate:
 - Context Menu and Option Menu
 - List and Spinner
 - ViewFlipper and ViewSwitcher
17. What is Animation? Explain various ways to create animations?
18. List & explain various Layouts in short. Explore FrameLayout in detail with various attributes.
19. Explain various types of Tweening transformations.
20. How to make Android application which supports multiple skin size and density?
26. How do you prevent the WebView from invoking the device's web browser when redirection occurs in the WebView? Explain with an appropriate example.
27. List out the animation supported by Android. Explain any one of them with an appropriate example.
28. List out the type animation supported by tweened animation. Explain any two of them with appropriate example.

Que: 4 Select most appropriate answer from the given option.

[1 mark each]

1. Android doesn't make any assumptions about a device's screen size, resolution, or chipset.
 - a. True
 - b. False
2. Which of the following method should be override in an Activity to display a dialog window?
 - a. dialog()
 - b. onCreateDialog()
 - c. onDisplayDialog()
 - d. showDialog()
3. Which of the following method is use to display a multi choice dialog?
 - a. setMulti()
 - b. setMultiChoiceItems()
 - c. setItems()
 - d. None of the above
4. Which of the following dialog is not supported by Android?
 - a. Alert Dialog
 - b. ProgressDialog
 - c. TextPickerDialog
 - d. DatePickerDialog
5. Which of the following folder can be use for landscape UI?
 - a. layout
 - b. layout-land
 - c. layout-l
 - d. None of the above.
6. Which of the following view shows items in a center-locked, horizontal scrolling list?
 - a. ListView

- b. Gallery
 - c. ScrollView
 - d. All of the above.
7. Which of the following folder should contains images for low density device.
- a. drawable-ldpi
 - b. drawable-mdpi
 - c. drawable-hdpi
 - d. drawable-xhdpi
8. Which of the following view shows items in a two-dimensional scrolling list?
- a. ListView
 - b. GrideView
 - c. ScrollView
 - d. Gallery
9. Which of the following is not a subclass of BaseAdapter class?
- a. ListAdapter
 - b. ArrayAdapter
 - c. StyleAdaapter
 - d. CursorAdapter
 - e. Spinner Adapter
10. Which of the following is not an example of AdapterView?
- a. ListView
 - b. GridView
 - c. Spinner
 - d. Gallery
 - e. TextView
11. Which of the following method is called when MENU button is pressed?
- a. onCreateOptionsMenu()
 - b. OnOpetionMenu()
 - c. onDisplayOptionsMenu()
 - d. onShowOptionsMenu()
12. When menu item is selected which of the following method is called?
- a. onOptionItemSelected()
 - b. onSelect()
 - c. onSelected()
 - d. onItemSelected()
13. Which of the following method is use to display the context menu?
- a. CreateMenu()
 - b. ShowMenu()
 - c. ViewMenu()
 - d. DisplayMenu()
14. Which of the following view enable users to pick a particular date on the activity?
- a. TimePicker
 - b. TimeDialog
 - c. TimeSetter

- d. TimeView
15. Which of the following view enable users to pick a particular time on the activity?
- TimePicker
 - TimeDialog
 - TimeSetter
 - TimeView
16. Which of following constant is not use to specify hight or width of the control?
- FILL_PARENT
 - MATCH_PARENT
 - WRAP_CONTENT
 - FILL_VIEW

Que 5: Fill in the blanks.**[1 mark each]**

- The _____ file specifies the layout of your screen.
- To specify how child views are positioned relative to each other _____ layout can be used.
- _____ layout is a placeholder on screen that you can use to display a single view.
- _____ layout allows users to scroll list of view.
- To specify the dimension of views _____ unit of measure can be used.
- To specify the font size _____ unit of measure can be used.
- To get the dimension of the current device _____ class can be used.
- To get the dimension of the current device _____ method can be used.
- To constraining the activity orientation, _____ attribute need to be set in AndroidManifest.xml file.
- _____ menu displays information related to the current activity.
- _____ menu displays information related to a particular view.
- To assign a shortcut key to the menu _____ method can be used.
- _____ view displays an analog clock with two hands.
- _____ view displays the time digitally.
- To enable web browser in your activity, _____ view can be used.
- _____ method contains the hour and minute set by the user via hourOfDay and minuteOfHour arguments.
- _____ view performs animation when switching between images.
- To display an activity for the user to edit the preferences, _____ class can be used.

Unit 5: Using Android API'S**Que: 1 Answer the following question in short.****[1 mark each]**

- Which URI provides the phone number of all contacts?
- What is the permission you need to be declaring when writing file to external storage?
- Name the methods that you need to override in your own implementation of a content provider.
- What is the use of *SharedPreferences* class?
- What do you mean by Android internal storage?
- What do you mean by Android external storage?
- What is the permission you need to declare when writing files to external storage?
- Give the class names which are use to save data in to text file.
- Give the class name which are use to write data in text file.
- Write a location in an application where SQLite database saved.
- What is content provider?
- Write down the query string which will returns a list of all the internal images on the device.
- Write down the query string which will returns of all calls registered in the call log.
- Define managed cursor.

15. What do you mean by projection in the context of content provider?
16. Write down a method name to update an existing record from the content provider.
17. Write down a method name to delete an existing record from the content provider.
18. What is the use of res/raw folder?
19. Which of the method need to use to get the Resource object?
20. Which of the method is use to open the file content in the res/raw folder?

Que: 2 Answer the following question in short.

[2-3 marks each]

1. What is a Content Provider?
2. What special permission is needed to access the private user information provided by the Contacts content provider? Also write the code to start reading contact data from Contacts application.
3. Write down the snippet to set and get boolean preferences.
4. Write down the snippet to check media availability.
5. How to save simple data using shares preference object?
6. Name the method that enables you to obtain the path of the external storage of an Android.
7. List out the content provider distribute by Android.
8. Name the methods that you need to override in your own implementation of content provider.
9. How do you register content provider in your AndroidManifest.xml file?
10. How can you change the default name of the preference file?
11. Write down the steps to delete the database using DDMS.
12. Write down the similarities between content provider and database.
13. Using content provider, write a snippet to fetch contact available in device.
14. Write down the snippet to get Android device version.
15. Write down the snippet to fetch contact id and contact name from the contact book.
16. Write down the snippet to fetch contact in ascending order.
17. List out the method name, which need to be override to create your own content provider.
18. Using content provider, where you can store the data?
19. Write down the snippet to open the image file from res/raw folder.
20. Write down the snippet to create a student table in SQLite database.

Que: 3 Answer the following question in details.

[6 marks each]

1. Explain with example how SQL UNION query can be executed with.rawQuery() method?
2. Explain with example how SQLiteQueryBuilder can be used to build and execute INNER JOIN between two tables?
3. How ContentValues object can be used to insert firstname and lastname in authors table.
4. What is shared preferences? Explain methods for create, search, read, add, update and delete shared preference?
5. What is SQLite Database? Explain methods for creating, updating, and deleting and querying database records.
6. What is content provider? List useful built-in content providers with its purpose and explain any one of them in details.
7. Explain methods for inserting, updating, deleting and querying database records.
8. Demonstrate how we can create Private & Shared Preferences.
9. Write note on various Content providers.
10. Write code which will query the Browser content provider to find retrieve the top five most frequently visited bookmarked sites.
11. Write a snippet to write and read file in internal storage.
12. Write a snippet to write and read file in external storage.
13. How do you display the preference of your application using an activity?
14. Write the query to retrieve all contact from the Contacts application that contains the word "jack".
15. What is the use of PreferenceActivity? Write a code to show the use of it.
16. Write a code to save a string entered by the user to the device's internal storage.

17. How would you choose best storage option for your application?
18. List the static resources available in Android. Explain any one of them to get the file content.
19. List out and explain various parts of the URI in the context of content provider.
20. How will create your own content provider? Explain with an appropriate example.

Que: 4 Select most appropriate answer from the given option.

[1 mark each]

1. If my application has an option that enables user to specify the font size display in an application, which of the following storage you will use.
 - a. SQLite
 - b. SharedPreferences
 - c. External storage
 - d. Internal storage
2. If my application has an option that enables user to store students registration detail, which of the following storage you will use.
 - a. SQLite
 - b. SharedPreferences
 - c. External storage
 - d. Internal storage
3. If my application has an option that enables user to store images/audio/video file, which of the following storage you will use.
 - a. SQLite
 - b. SharedPreferences
 - c. External storage
 - d. Internal storage
4. Which of the following enables us to store data that is in name/value form?
 - a. SQLite
 - b. SharedPreferences
 - c. External storage
 - d. Internal storage
5. Which of the following method opens a named file for writing?
 - a. openFileOutput()
 - b. openFile()
 - c. open()
 - d. fileOpen()
6. Which of the following method returns the full path to the external storage?
 - a. getExternalStorageDirectory()
 - b. getExternalPath()
 - c. getsdCardPath()
 - d. getStoragePath()
7. Which of the following method is called when the database needs to be upgraded?
 - a. onCreate()
 - b. onUpgrade()
 - c. onChange()
 - d. onMake()
8. Which of the following method creates a new database if the required database is not present?

- a. onCreate()
 - b. onUpgrade()
 - c. onChange()
 - d. onMake()
9. If we want to share the data among different application, which of the following storage can be used?
- a. SharedPreferences
 - b. ContentProvider
 - c. SQLite
 - d. SDCard
10. Which of the following is the standard prefix for the content provider?
- a. content://
 - b. Content://
 - c. content:\\
 - d. Content://
11. Which of the following method returns the object of ContentResolver?
- a. getContentResolver()
 - b. getContent()
 - c. getResolver()
 - d. None of the above.
12. To receives a request from a client, which of the following method of content provider used?
- a. query()
 - b. getType()
 - c. getData()
 - d. findData()
13. Which of the following method called when provider is started?
- a. onCreate()
 - b. onStart()
 - c. onResume()
 - d. create()
14. Which of the following method returns the MIME type of the data at the given URI?
- a. getMIME()
 - b. getType()
 - c. fetchType()
 - d. getMIMEType()
15. If we need to store ad-hoc data then which of the following option should use?
- a. SQLite
 - b. SharedPreferences
 - c. External storage
 - d. Internal storage

Que 5: Fill in the blanks.**[1 mark each]**

16. To save the single value user data _____ class object can be use.
17. To share data among activities in the same application _____ method can be used.
18. To access file in res/raw folder _____ method can be used.

19. To create a database helper class _____ class should extend.
 20. To display a hierarchy of preference to user _____ class is specialized type of activity.
 21. Android uses _____ class as a return value for query.
 22. To read the contact, _____ permissions need to be set in AndroidManifest.xml file.
 23. To retrieve a managed cursor, _____ method needs to be used.
 24. To insert the record in to the content provider _____ method need be used.
 25. A lightweight mechanism known as _____ to save small chunks of data.
 26. In Android relational database management system managed through _____ database.
 27. The _____ method of the InputStreamReader object checks the number of character read and returns -1 if the end of the file is reached.
 28. To update a table in SQLite database, to stores the name/value pair _____ class object can be used.
 29. To move to the next row, call the _____ method of the Cursor object.
- The _____ returns a list of bookmarks stored in the browser.

Unit 6: Other API'S & Deploying Application

Que: 1 Answer the following question in short.

[1 mark each]

1. which package can be used to access network resources?
2. To check the network state your application, which of the permission need to be set?
3. Name the permission you need to declare in your AndroidManifest.xml file for an HTTP connection.
4. Name the classes used for dealing with JSON messages.
5. Name the classes for performing background asynchronous tasks.
6. What is the use of JSONArray?
7. What is the return data type of getJSONObject() method?
8. What is the use of HttpURLConnection class in Android?
9. What is the use of XML pull parser?

Que: 3 Answer the following question in details.

[6 marks each]

1. Write down snippet to handle WebView event with WebViewClient.
2. Write a function in android to check the network availability.
3. Write a code to download the binary data using web service.
4. State any two differences between XML and JSON services.
5. Write down snippet to read data from web.
6. Write down snippet to display images from a network resource.
7. Write down snippet to load content into WebView control.
8. Write down snippet to retrieve Android snippet.