



MALLA REDDY UNIVERSITY

Department of Computer Science and Engineering

Subject Name: MOBILE APPLICATION DEVELOPMENT

Subject Code: MR22-1CS0156

Year & Semester: III-II

QUESTION BANK

Qno	Question	Marks	Section
1	What is Android? Explain its features.	10	Section-I
2	Create an application that takes the name from a textbox and shows hello message along with the name entered in text box, when the user clicks the OK button.	10	Section-I
3	Define Activity? Explain Activity Life Cycle with a neat sketch.	10	Section-I
4	Explain Android Development Framework with block diagram.	10	Section-I
5	Explain Android Architecture with neat diagram?	10	Section-I
6	Write the steps to create AVD's? Explain the various types of android applications	10	Section-I
7	Define Activity Life Cycle? Explain with neat diagram Activity Life Cycle?	10	Section-I
8	What are the methods available in Android life cycle. Discuss each method using code snippets.	10	Section-I
9	Design a screen with edit text, button and text view component. Display the message in text view whenever user clicks on submit button.	10	Section-I
10	a) Compare Android OS with any other OS.(3M) b) Enlist various Android versions.(3M) c) Explain need of Android.(4M)	10	Section-I
11	Name different Android Application Components? Explain them in detail?	10	Section-II
12	Discuss the importance of Android Manifest File and what are the essential tags available in Manifest File?	10	Section-II
13	a) List out the fundamental components used to build user Interface in android.(4M) b) Write a program to implement Radio Button component in android.(6M)	10	Section-II
14	Define Layout in android and explain various layout views available for android development?	10	Section-II
15	Discuss Linear Layout with the help of example program in detail.	10	Section-II

16	Write a program that illustrates Relative Layout and discuss about different attributes used in Relative layout.	10	Section-II
17	Explain Table Layout with example program in detail. Discuss about attributes used in Table Layout.	10	Section-II
18	What is Grid Layout? Explain Grid Layout with example program in detail.	10	Section-II
19	What is the use of Externalization Resources in Android? Discuss on color.xml and String.xml in detail with example for each.	10	Section-II
20	a) Explain how to add Images in Android application discuss with example?(4M) b) Design student Registration form with fields username, password, age, address and button, display the details of student when user clicks Submit button. (6M)	10	Section-II
21	a) What is Fragment? Explain the procedure to create Fragment.(5M) b) Distinguish between Activity and Fragment.(5M)	10	Section-III
22	Explain lifecycle of Fragment with the help of flowchart	10	Section-III
23	a) Write the differences between Frame Layout and Relative Layout.(5M) b) Discuss the attributes related to Frame Layout.(5M)	10	Section-III
24	Create an application which converts the Text to Speech.	10	Section-III
25	Explain the process of interfacing between Fragments and activities.	10	Section-III
26	List out the methods involved in Fragment life cycle and explain all the methods using code snippets.	10	Section-III
27	Design an activity for replacing Fragments with Fragment transactions.	10	Section-III
28	Create an application with three buttons in main activity named Red, Green and Blue. The background of the activity should be changed with appropriate color when user clicks on any one of these buttons.	10	Section-III
29	Explain how to add Fragments to activity with the help of example program.	10	Section-III
30	Design bottom navigation menu (Home, Profile, Settings) using the concept of Fragments.	10	Section-III
31	Define Intent. Mention different types of intents. Briefly discuss about uses of intents and methods supported by Intent class.	10	Section-IV
32	What is Implicit intent? Explain implicit intent with the help of example program.	10	Section-IV
33	What is Explicit intent? Discuss how explicit intent is helpful to navigate from one activity to another activity with the help of example program.	10	Section-IV
34	Create "Send SMS" application using the concept of implicit intent.	10	Section-IV
35	Discuss how we can pass data to intents with the help of an example.	10	Section-IV
36	Explain how we can get the results from second activity to first activity with the help of example.	10	Section-IV
37	Define Service in Android. List and explain different types of services.	10	Section-IV
38	a) Define intent filter. Write the syntax for Intent-Filter tag.(5M)	10	Section-IV

	b) Explain how intents can be used to launch activities.(5M)		
39	Define Broadcast Receiver. List and explain the system generated events supported by Broadcast Receivers.	10	Section-IV
40	Explain the lifecycle of Android services with neat sketch.	10	Section-IV
41	Differentiate SQL & SQLite databases? What are the advantages and limitations of SQLite. b) List and explain Data Types used in SQLite database.	10	Section-V
42	a) Explain about Constructors and Methods of SQLiteOpenHelper class.(5M) b) Discuss about the methods present in SQLite Database class.(5M)	10	Section-V
43	Explain how do you create and use SQLite database.	10	Section-V
44	Explain insert operation with the help of example in SQLite database.	10	Section-V
45	Discuss the procedure to Browse SQLite Database using DB Browser Tool.	10	Section-V
46	a) List and explain Data Types used in SQLite database.(5M) b) Mention applications of SQLite Database.(5M)	10	Section-V
47	Discuss the process of creating tables in SQLite database and write the steps to view the table in database.	10	Section-V
48	Explain update operation with the help of example in SQLite database.	10	Section-V
49	Explain delete operation with the help of example in SQLite database.	10	Section-V
50	Write the syntax of the following operations in SQLite Database a) Create, read (5M) b) Update, delete(5M)	10	Section-V