

Subject: MOBILE APPLICATION DEVELOPMENT

UNIT 1

2 marks

1. What Is Android?
2. What is a manifest file.
3. What are broadcast receivers?
4. What are the advantages of developing in android platform.
5. Compare android with other development platform.
6. What is native android application.
7. What is SDK and mention any 2 features.
8. What is ADT.

5 marks

1. Explain application priority and process states.
2. With diagram the explain the Android architecture.
3. Describe the lifecycle of an Activity.
4. Briefly explain the Anatomy of Android Application.
5. What is DVM.
6. What the differences between DVM and JVM.
7. Explain the steps to create an activity.
8. What are steps to be followed to create an emulator.

UNIT 2

2 marks:

1. Difference between constraint layout and linear layout.
2. What is Android View?
3. Name any 10 different of Android Views
4. Explain Dalvik Debug Monitor Service (DDBMS)
5. Explain Pending Intents in details
6. What is Toast? Explain How to customize it?
7. What are resources? Explain different types of resources in detail.

5 MARKS

1. Explain android UI testing.
2. What are handlers?
3. Difference between thread and services.
4. Explain Intent.
5. Explain any 7 attributes of layout.
6. What are different kind of log files present in android.
7. What is Android View Group
8. What are intent filters.
9. Explain Android Debug Bridge (ADB)

Unit 3

2 marks

1. Explain any 2 drag Constants & Description
2. What is a notification?
3. Explain any 3 methods present in NotificationCompat.Builder.
4. What are double getLatitude() and float distanceTo(Location dest) used for.
5. Explain the uses of the following
 - a. void setBearing(float bearing)
 - b. String toString()
 - c. void setSpeed(float speed)
 - d. void reset()
6. Explain the following
 - a. setFastestInterval(long millis)
 - b. abstract void onDisconnected()
 - c. setNumUpdates(int numUpdates)
 - d. setPriority(int priority)
7. How to get the updated Location.
8. Explain the Intent Object - Action to send Email

5 marks

9. Explain Android drag/drop process.

10. Write a program to display “Hello World” in android (include both java and xml file).
11. Explain with the call back methods to Get the Current Location
12. Explain the Intent Object - Extra to send Email
13. Describe the important functions available in SmsManager class
14. Write the syntax required by the intent objects to make a phone call.
15. How do you publish an application. Explain the Android development life cycle
16. Explain Apk development process

Unit 4:

2 marks

1. What is AndroidSQLite?
2. How to delete a record in AndroidSQLite?
3. How do we insert a record in AndroidSQLite
4. Explain the concept of Opening and Closing Android SQLite Database Connection
5. What is a schema?
6. What is a NotificationManager
7. What is session management in android.
8. How to create tables using PHP in android.
9. What is PHP - GET and POST methods

5 marks

1. Explain the 3 methods to implement SQLiteOpenHelper .
2. Explain the Constructors of SQLiteOpenHelper class.
3. Explain Methods of SQLiteDatabase class
4. Describe the methods available in the NotificationManager class.
5. How to Handle Shared Preferences
6. Explain the concept of Android - Connecting MYSQL
7. How to integrate mobile Application to facebook.
8. Explain Intent share.
