PARUL UNIVERSITY
FACULTY OF ENGINEERING & TECHNOLOGY
B.Tech. Summer 2023 - 24 Examination

Semester: 6th   Date: 01-05-2024
Subject Code: 203105359   Time: 10:30 am to 01:00 pm
Subject Name: Mobile Application Development   Total Marks: 60

Instructions:
1. All questions are compulsory.
2. Figures to the right indicate full marks.
3. Make suitable assumptions wherever necessary.
4. Start a new question on a new page.

Q.1	**Objective Type Questions** - (Fill in the blanks, one-word answer, MCQ-not more than Five in case of MCQ) (All are compulsory) (Each of one mark)	**(15)**	**CO**	**PO**	**Bloom's Taxonomy**
	1. Which of the following is NOT a valid way to create a background thread in Android? A) AsyncTask B) Thread class C) HandlerThread D) BackgroundService		1	2	Apply
	2. Which method is called when an Activity is about to be destroyed? A) onDestroy() B) onStop() C) onPause() D) onExit()		3	10	Understand
	3. Which method is used to set an OnClickListener on a Button in Android? A) setClickListener() B) setOnTouchListener() C) setOnLongClickListener() D) setOnClickListener()		2	3	Understand
	4. . Which method is used to add permissions to an AndroidManifest.xml file? A) \<permission> B) \<uses-permission> C) \<grant-permission> D) \<allow-permission>		3	3	Analyze
	5. Which method is used to read data from SharedPreferences in Android? A) read() B) get() C) retrieve() D) getSharedPreferences()		4	5	Evaluate
	6. What type of file is an Android app packaged into for distribution?		3	2	Evaluate
	7. What is used for storing persistent data in Android apps?		2	2	Create
	8. Which class is used for reading and writing files in Android apps?		1	2	Apply
	9. What is used for network operations in Android apps?		4	2	Understand
	10. What design pattern is commonly used in Java-based Android app development?		1	3	Remember

	11. Java _____ is an important concept in mobile app development for efficient memory management		**1**	**3**	**Understand**
	12. . _____ is the process of converting Java source code into byte code.		**3**	**3**	**Understand**
	13. Android apps are packaged into _____ files for distribution.		**4**	**5**	**Analyze**
	14. _____ is used for storing persistent data in Android apps.		**3**	**2**	**Apply**
	15. . _____ layout is commonly used for designing user interfaces in Android apps.		**1**	**3**	**Create**
Q.2	**Answer the following questions**. (Attempt any three)	**(15)**			
	A) What is a layout? List its types.		**2**	**3**	**Understand**
	B) What is an intent, and how many types are there? Describe with examples.		**4**	**5**	**Analyze**
	C) What are attributes?		**2**	**2**	**Remember**
	D) Why do we use a bundle?		**3**	**2**	**Apply**
Q.3	A) Describe the Android project folder structure.	**(07)**	**2**	**1**	**Analyze**
	B)What is the difference between fragments and activities?	**(08)**	**4**	**5**	**Evaluate**
	OR				
	B) Explain the role of the RecyclerView in Android UI development	**(08)**	**2**	**3**	**Understand**
Q.4	A) Draw the fragment lifecycle. What is the purpose and role of fragment lifecycle methods?	**(07)**	**4**	**5**	**Create**
	OR				
	A) Describe Firebase and firestore in Android studio	**(07)**	**4**	**12**	**Create**
	B) What is an activity? Draw the activity lifecycle diagram	**(08)**	**2**	**3**	**Create**