Guru Nanak Dev Engineering College, Ludhiana			
Department of Information Technology			
Program	B.Tech.(IT)	**Semester**	8th
Subject Code	PEIT-116	**Subject Title**	Mobile Application Development
Mid Semester Test (MST) No.	2	**Course Coordinator(s)**	Ranjodh Kaur
Max. Marks	24	**Time Duration**	1 hour 30 minutes
Date of MST	22 April 2024	**Roll Number**	

Note: Attempt all questions

Q. No.	Question	COs, RBT level	Marks
Q1	State the name of the Android component that is commonly used for executing tasks in the background, independently of the app's user interface, and briefly describe its primary purpose.	CO6, L2	2
Q2	Identify the key steps involved in creating a basic activity in Android. List the components and files that are typically generated when you create a new activity in Android Studio.	CO5, L2	2
Q3	Analyze the Android Fragment lifecycle and provide examples of situations where understanding the Fragment lifecycle is critical for ensuring smooth user interactions.	CO4, L4	4
Q4	Name three common types of user interface events in Android app development. Provide examples of common events and how you would implement event listeners to respond to these events effectively.	CO4, L3	4
Q5	You're tasked with designing an Android app that involves multiple activities and the use of explicit Intents. Explain the factors you should consider when instantiating Intent objects for different scenarios within your app.	CO4,CO7, L6	4
Q6	a) In Android development, what is Logcat used for, and where can you view the log messages generated by your app? What is the purpose of the AndroidManifest.xml file in an Android application, and where is it typically located within the project's directory structure? b) What is the file extension typically used for SQLite databases in Android, and where are these database files usually stored within the app's directory structure? \ What is the primary purpose of the built-in SQLite content provider in Android, and how is it typically used in app development?	CO6, CO7, L2, L1	8

Course Outcomes (CO) *Students will be able to*

1	Understanding the basic mobile platforms and mobile development environments
2	Make use of Android SDK to setup Android Development Environment
3	Apply conceptual knowledge of User Interface Designing to design UI in Android SDK
4	Develop Interactivity based Android Applications using Fragment, Intents and Event Processing
5	Develop Database oriented Android Applications using Persistent Data Storage
6	Improve the Android Application Performance using Android Services and Threads
7	Analyze and Solve the bugs using Android Security and Debugging features

RBT Classification	**Lower Order Thinking Levels (LOTS)**			**Higher Order Thinking Levels (HOTS)**		
RBT Level Number	L1	L2	L3	L4	L5	L6
RBT Level Name	Remembering	Understanding	Applying	Analyzing	Evaluating	Creating