

Please check that this question paper contains 9 questions and 02 printed pages within first ten minutes.

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Uni. Roll No.

Program: B.Tech.(Batch 2018 onward)

Semester:8th

Name of Subject: Mobile Application Development

Subject Code: PEIT-116.

Paper ID: ~~17414~~. 17414

Time Allowed: 03 Hours

Max. Marks: 60

NOTE:

- 1) Parts A and B are compulsory
- 2) Part-C has Two Questions Q8 and Q9. Both are compulsory, but with internal choice
- 3) Any missing data may be assumed appropriately

Part – A

[Marks: 02 each]

Q1.

- a) How does the mobile phone evolution started?
- b) List few layout types for android.
- c) How is an android app designed?
- d) What is the function of SQLite content provider in mobile application?
- e) Elaborate the process to pass data through intents?
- f) If you want to access the position of my device, what should you do?

Part – B

[Marks: 04 each]

- Q2.** Write the various steps involved in designing of mobile application strategy.
- Q3.** How can you persist information in an android device?
- Q4.** What is DDMS and what can you do with it?
- Q5.** How would you create a multi-threaded Android app without using the Thread class?
Also describe how do you troubleshoot the android application which is crashing frequently?
- Q6.** Create a database in SQLite? Perform Insertion , deletion and updation operations
- Q7.** How does Eclipse provide debugging tools that make it easier for developers to walk through their code interactively?

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Part – C

[Marks: 12 each]

- Q8. Which layout is used if you want to add UI in row-wise? Discuss all the layouts. Where do we use Toast? Name all the android Widgets and discuss them.

OR

Mention two ways to clear the back stack of activities when a new activity is called using intent. How does the activity respond when the user rotates the screen?

- Q9. How to kill a running activity from another activity programmatically on button click? Also implement two actions using intents namely calling a phone number and opening a URL.

OR

What is fragmentation in android? Elaborate any technique that one can use to avoid it. Also provide some idea on how to prevent memory leaks in your app.
