Mobile Application Development Test

Total points   0/20   ⑦

Short description Answer. To the point and crispy

The respondent's email (**nkeshimanac@nm-aist.ac.tz**) was recorded on submission of this form.

✕   How do you send a toast message on Android? *   ⋯/1

By using Toast function e.g.: Toast(this, "This is a toast
message",Toast.LENGTH_SHORT).show();   ✕

✕   Difference Between a Fragment and an Activity in Android *   ⋯/1

An activity is one screen (or one user interface) off an application and a fragment is a
part of the screen.   ✕

✕   What is the difference between onCreate () and onStart ()? *   ⋯/1

OnCreate() method is call when we open an application (Or the activity is created)
and onStart() method is called when the activity is visible to the end user(on the   ✕
interface)

✕   What are the 5 types of Android layouts? *   ⋯/1

RelativeLayout, TableLayout,LinearLayout, ConstraintLayout, FragmentLayout   ✕

✗   Why is it called toast Android? *   ⋯/1

Toast is a short message which contains a feedback after an action performed by the   ✗
user

✗   What are the steps involved in the execution of an Android program? *   ⋯/1

onCreate(),OnStart(),OnResume(),onPause(),onStop(),onRestart(),OnDestroy()   ✗

✗   What is spinner explain with example? *   ⋯/1

A spinner is a select box which contains data and helps the user to choose between
the existing data for a certain purpose. Ex: <Spinner android:id="@+id/idSpinner"
android:layout_heigth="wrap_content" android:layout_width="wrap_content"   ✗
android:textColor="bleu" android:textSize="18sp" />

✗   Can we start a service without activity? Explain *   ⋯/1

No, It is not possible to have a Service as a stand-alone "app." It must be initiated
manually by a user via an Activity.   ✗

✗   What are the usage of Android services? *   ⋯/1

Android service is a component that is used to perform operations on the background
such as playing music, handle network transactions, interacting content providers etc.
It doesn't has any UI (user interface). The service runs in the background indefinitely   ✗
even if application is destroyed.

✕ Why activity life cycle is important? *   ⋯/1

The Activity lifecycle is very essential because an activity might be destroyed once it
leaves the screen. When a user returns to an activity after it has been destroyed, the   ✕
activity is recreated and the lifecycle methods are called again.

✕ What is binding and querying Android service explain? *   ⋯/1

It enables components (such as activities) to bind to the service, issue requests, get
responses, and communicate with other processes . A bound service normally exists
just when it serves another application component and does not run indefinitely in the   ✕
background.

✕ How do I send data from BroadcastReceiver to activity? *   ⋯/1

@Override   public void onReceive(Context context, Intent intent) {   Bundle
extras = intent.getExtras();   Intent i = new Intent("broadCastName");
i.putExtra("message", extras.getString(Config.MESSAGE_KEY));
context.sendBroadcast(i);   } // call the function in the Activity in onCreate()
method registerReceiver(broadcastReceiver, new IntentFilter("broadCastName"));   ✕
BroadcastReceiver broadcastReceiver = new BroadcastReceiver() {   @Override
public void onReceive(Context context, Intent intent) {   Bundle b =
intent.getExtras();   String message = b.getString("message");
Log.e("newmesage", "" + message);   }   };

✕ How Android code is compiled? *   ⋯/1

The javasource code is taken by compilers and converted into DEX (Dalvik
Executable) files, which include the bytecode that runs on Android devices, and
everything else into compiled resources. Depending on the build target, the packager   ✕
merges the DEX files and built resources into an APK or AAB.

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✕   How is content provider used in Android? *   ⋯/1

Content providers, which give content to applications, are one of the basic building
components of Android applications. They encapsulate data and deliver it to apps via
the ContentResolver interface. If you need to transfer data between various   ✕
applications, you must use a them.

✕   How does SQLite work in Android? *   ⋯/1

SQLite is a lightweight database which open source and it is relational. It is provided
by android and help to store data inside the user's device in form of text file. We can   ✕
add new data(insert), visualize it(select), delete it (delete) or update it(update)

✕   What are the benefits of intents in Android? *   ⋯/1

Intents are utilized when we wish to change the user experience of a certain app or
ask other apps to execute typical tasks such as snapping photos, sending emails and   ✕
SMS messages, and even displaying places on maps and playing media.

✕   What is the lifecycle of services in Android? *   ⋯/1

onCreate()->onStartCommand()->onDestory()   ✕

✕   Why do we need to call setContentView () in onCreate () of activity class? * ⋯/1

The onCreate() method of an Activity is only called once, and this is where most
initialization should take place: setContentView(int) to expand the activity's User   ✕
Interface (UI)

✕   Where do I register and unregister BroadCast receiver? *   ⋯/1

The broadcast receiver is registered and unregistered in onResume() and onPause()   ✕
methods

✕   How to differentiate implicit and explicit intents in Android? *   ⋯/1

Implicit intent are called when we want to pass data to the system or redirect data to
another app in the system(like open a web browser or send an email, ...)(e.g : Intent i =
new Intent(nm-aist.ac.tz);startActivity(i);) , and explicit intent are used when we want   ✕
to call another activity in the same application (e.g: Intent i = new Intent(this,
SecondActivity.class); i.putExtra("message","Thank you Dr"); startActivity(i);

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