MOBILE APPLICATION DEVLOPMENT

ASSIGNMENT-1,2

1. What is the Android system?
2. What are the system requirements to install Android Studio, and what is the latest Android model?
3. History of Android
4. What are the Application of Android
5. Describe the Android architecture.
6. What is an activity? Draw the activity lifecycle diagram.
7. What are the four main components of an Android application? Briefly explain each.
8. How are resources (e.g., strings, images, layouts) organized in an Android project?
9. How do you create and manage multiple strings.xml files for different languages in an Android project?

What is the difference between Intent and PendingIntent? Provide examples.

10. Explain the difference between startActivity() and startActivityForResult().
11. Explain the use of getResources() and getAssets() in resource handling.
12. What are drawable resources, and how can you use them in your application?

13. Explain the difference between BitmapDrawable, ShapeDrawable, and LayerDrawable.
14. What is the purpose of the R class in Android?
15. How does Android handle resource ID conflicts?