Important Two Mark Questions

1.Differentiate Activities from Services.
An activity represents a single screen with a user interface.For example, an email application might have one activity that shows a list of new emails .A service is a component that runs in the background to perform long-running operations or to perform work for remote processes.

2.Why and How to use the View in Android?
This class represents the basic building block for user interface components. A View occupies a rectangular area on the screen and is responsible for drawing and event handling. Views are used for Drawing Shapes like Circles,Rectangles,Ovals etc . Just Use View with background and apply a Shape using Custom Drawable.

3.Distinguish between fragment and activity.
An Activity is a user interface component that is mainly used to construct a single screen of the application and represents the main focus of attention on a screen.Fragments, as tablets emerged with larger screens, are reusable components that are attached to and displayed within activities.

4.Mention the methods of shared prefereces.
1.contains(String key)
2. edit
3. getAll
4. getBoolean(String key, boolean defValue
5. getFloat(String key, float defValue
6. getInt(String key, int defValue
7. getLong(String key, long defValue
8. getString(String key, String defValue
9. getStringSet(String key, Set defValues
10.registerOnSharedPreferencechangeListener(SharedPreferences.OnShared PreferencechangeListener listener)
11.unregisterOnSharedPreferencechangeListener(SharedPreferences.OnShar edPreferencechangeListener listener

5.List the two types of Broadcast receiver.
Static Broadcast Receivers: These types of Receivers are declared in the manifest file and works even if the app is closed. Dynamic Broadcast Receivers: These types of receivers work only if the app is active or minimized.

6.Specify the content provider.

A content provider manages access to a central repository of data. A provider is part of anAndroid application, which often provides its own UI for working with the data. However,content providers are primarily intended to be used by other applications, which access theprovider using a provider client object. Together, providers and provider clients offer a consistent, standard interface to data that also handles inter-process communication andsecure data access.

7.Define Metaphore.
An interface metaphor is a UI visual that leverages knowledge users already have from real life. Metaphors allow users to learn more quickly because they can use the knowledge gained from the real-world when interacting with digital products. The most famous metaphor in human- computer interaction and UX design is Alan Kay's "desktop metaphor". The desktop metaphor moved us from typing command to direct manipulation with digitally rendered objects.

8.Specify the use of plug ins?
Plug-in, also called add-on or extension, computer software that adds new functions to a host program without altering the host program itself. Widely used in digital audio, video, and Web browsing, plug-ins enable programmers to update a host program while keeping the user within the program environment.

9.List the pros of cross platform mobile App Development.

Cost efficiency
Time efficiency
Bigger market
Code consistency

10.Analyze about picture hub.
The Pictures hub displays the user Facebook and OneDrive photo albums, as well as photos taken with the phone built-in camera. Users can also upload photos to social networks, comment on photos uploaded by other people, and tag photos posted to socialnetworks. Multi-touch gestures permit zooming in and out of photos.

11. Compare view and view group objects with salient features.

View is a simple rectangle box that responds to the user's actions.	ViewGroup is the invisible container. It holds View and ViewGroup
View is the SuperClass of All component like	ViewGroup is a collection of Views(TextView, EditText,

TextView, EditText, ListView, etc	ListView, etc..), somewhat like a container.

12. List the available attribute dimensions units in android.

- dp (Density-independent Pixels),
- sp (Scale-independent Pixels),
- pt (Points which is 1/72 of an inch),
- px(Pixels),

mm (Millimeters) and finally in (inches).

13. Mention the classes and interfaces of sensor API?

The **android.hardware.SensorManager** class provides methods :

- to get sensor instance,
- to access and list sensors,
- to register and unregister sensor listeners etc.

You can get the instance of SensorManager by calling the method getSystemService() and passing the SENSOR_SERVICE constant in it.

14. How do you access the device sensors? Write the code snippet to access the device sensor?

Public and abstract methods	**Description**
void onAccuracyChanged (Sensor sensor, int accuracy)	it is called when sensor accuracy is changed.
void onSensorChanged (SensorEvent event)	it is called when sensor values are changed.

15. Mention the anatomy of IOS app.

An iOS app is made up of four major components that serve as the building blocks of any iOS app in the market. Each component has its own purpose and unique behavior. These major components are **UIApplication, UIApplicationDelegate, UserDefaults, and ViewController**.