Chetu Questios

1. Activitylifecycle
2. Diff between query and raw query

* If you want to e.g. CREATE TABLE that does not return values you can use execSQL()(query), if you want a Cursor as result use rawQuery() (=SELECT statements).

1. Dynamic binding( poloygmorphsm)
2. Service
3. Diff between bounded and unbounded service

* A service is bound when an application component binds to it by calling bindService(). A bound service offers a client-server interface that allows components to interact with the service, send requests, get results, and even do so across processes with interprocess communication (IPC).
* When the last client unbinds from the service, the system destroys the service **EXCEPT** If the service was started by [startService](http://developer.android.com/reference/android/content/Context.html#startService(android.content.Intent))
* **Unbound Service or Started**
* A service is started when an application component, such as an activity, starts it by calling startService(). Once started, a service can run in the background indefinitely, even if the component that started it is destroyed.
* Bounded – A service is bound when an application component binds

1. Set, map, hashmap,
2. Asyn task
3. In how many ways the broad cast receiver can be registered.
4. One o = new Two() ?? 197

TechAHead Questions

1. Is it possible to have nested Interface

* An interface i.e. declared within another interface or class is known as nested interface. The nested interfaces are used to group related interfaces so that they can be easy to maintain. The nested interface must be referred by the outer interface or class. It can't be accessed directly

- Nested interface must be public if it is declared inside the interface but it can have any access modifier if declared within the class.

Nested interfaces are declared static implicitely.

1. Can we extend one interface with other

* Yes

1. What is the location of shared preference stored data
2. How we can transfer data from one activity to other fragment, without passing it through constructer or static variable
3. Which parser is used in XML parsing
4. Types of storage in Android
5. Can we make object to final class, if not then y
6. Can we extend the final class
7. Android architecture
8. Which programming structure u use (MVP model view Presenter)
9. What is the difference between MVC and MVP

* In MVC the view is having some intelligence and can directly interact with model without C, but in MVP view is completely passive all interaction with model must pass with presenter.
* MVP is the advanced form of MVC.

1. What is the relation between V and P in MVP
2. Difference between HashMap and Hashable
3. Difference between set and linked list
4. Difference between linked list and weak list
5. How can we can the network api on the main thread
6. How a local broadcast receiver works
7. Which network library is used
8. Which type of request is called in network
9. Which request methods is used to parse data
10. How to parse fro String request further, method
11. How to assign value to string through literal and pass by value
12. Activity lifecycle methods while transaction
13. What is fragment
14. What will happen to the running service when the screen orientation is changed
15. Difference between listview and recyclerview
16. Difference between listview and scrollview

* Scroll view - It is used to put different or same child views or layout and all can be scrolled. It is for both heterogeneous and homogeneous collection
* ListView – Is it used to put same child view as multiple items. It is for homogeneous.

1. What are new features of Oreo

* Picture in Picture – multi tasking like video calling and using map both at same time
* WiFi Improvements – The device will automatically switch the wifi and mobile data according to the battery available.
* Better memory management – Can delete download and uninstall apps to free memory.

1. How to make the network calls on main thread
2. Can we call onPostExecution without calling doInBackgroundmethod
3. Difference between DBM and internal storage
4. Difference between abstract class and interface
5. In Volley and Ion which one is faster(or any which u say)
6. What will happen if we use network calls on main thread
7. What are bounded and unbounded service and difference
8. What is the difference between Intent and Intent Service

* **Service**is a base class of service implementation. Service class is run in the application’s main thread which may reduce the application performance. Thus, **IntentService**, which is a direct subclass of Service is borned to make things easier. The IntentService is used to perform a certain task in the background. Once done, the instance of IntentService terminate itself automatically. Examples for its usage would be to download a certain resources from the Internet.

**Questions**

* 1. Difference between final and static
* Final – Once assigned the value of the final variable can be changed
* Static – It’s belongs to the class, all method use the same variable.
  1. How to make UI operation in doInBackground method
* We can use runOnUIThread method inside doInBackground to perform UI interaction.
  1. How to change the timeout in volley
* While setting the setRetryPolicy we can change the time out duration.
  1. Objects serialization
* Serialization is the conversion of an object to the series of bytes, so that the object can be saved to the persistent storage or steam across the communication link. The byte stream then can be deserialized (Converting it in to the replica of the original object)
  1. Serializable and parcelable
* In android we cant pass the object to the activity. The object must implement either Serializable or parselable interface to do this.
* Serializable - Serializable  is a standard java interface. The problem with this approach is that it use reflection and it is a slow process. This method create a lot of temporary objects.
* Parcleable - Parcelable process is much faster than serializable. One of the reasons for this is that we are being explicit about the serialization process instead of using reflection to infer it. It also stands to reason that the code has been heavily optimized for this purpose.
  1. What is dp and sp, how we can use them in swap
  2. Permissions and use permission in manifest whats the difference
* Permission - Declares a security permission that can be used to limit access to specific components or features of this or other applications.
* Use permission- Requests a permission that the application must be granted in order for it to operate correctly.
  1. Constructor chaining
  2. Broadcast receiver life cycle
  3. Time of ANR and how to change it.
* 5 sec is ANR time.
  1. What is gradle
  2. Finalize method in garbage collector
  3. Intent Filter

**Unikove**

1. **What on start** returns in service
2. Type of notification