[Time: 3 Hours]   [Max. Marks: 35]

Q.1) Write an application to create a splash screen.

[10 Marks]

Q.2) Create table Student (roll_no, name, address, percentage). Create Application for performing the following operation on the table. (Using SQLite database).

i] **Insert record of 5 new student details.**

ii] **Show all the student details.**

[20 Marks]

Q.3) Viva   **[5 Marks]**

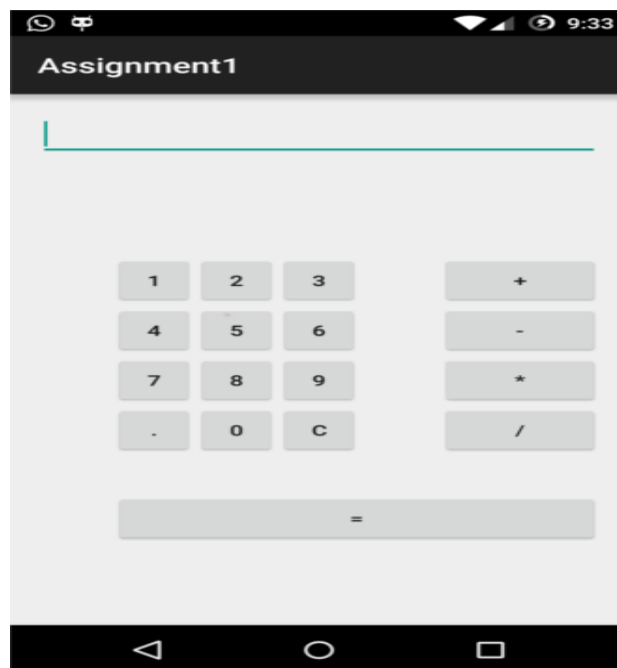[Time: 3 Hours]   [Max. Marks: 35]

Q.1) **Create an application that allows the user to enter a number in the textbox. Check whether the number in the textbox is perfect number or not. Print the message using Toast control.**

[10 Marks]

Q.2) Java Android Program to perform all arithmetic Operations using Calculator.

[20 marks]

Q.3) Viva   **[5 Marks]**

----------------Slip 2 -------------

[Time: 3 Hours]   [Max. Marks: 35]

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Q.1) Create an application that allows the user to enter a number in the textbox. Check whether the number in the textbox is Armstrong or not. Print the message accordingly in the label control.

[10 Marks]

Q.2) Create an Android application which examine a phone number entered by a user with the given format.

- **Area code should be one of the following: 040, 041, 050, 0400, 044**
- **There should 6 - 8 numbers in telephone number (+ area code).**

[20 Marks]

Q.3) Viva   **[5 Marks]**

[Time: 3 Hours]   [Max. Marks: 35]

Q.1) Construct image switcher using setFactory().

[10 Marks]

Q.2)   Write a program to search a specific location on Google Map.

[20 Marks]

Q.3) Viva   [5 Marks]

-----------------Slip 4 - - - - - - - - - - - - -

[Time: 3 Hours]   [Max. Marks: 35]

Q.1) Java Android Program to Demonstrate Alert Dialog Box.

[10 Marks]

Q.2) Create an Android application which will ask the user to input his / her name. A message should display the two items concatenated in a label. Change the format of the label using radio buttons and check boxes for selection. The user can make the label text bold, underlined or italic as well as change its color. Also include buttons to display the message in the label, clear the text boxes as well as label. Finally exit.

[20 Marks]

Q.3) Viva   [5 Marks]

[Time: 3 Hours]   [Max. Marks: 35]

Q.1) Java Android Program to demonstrate login form with validation.

[10 Marks]

EMAIL

PASSWORD

LOGIN

Not a member? Sign Up now.

Q.2) Write a program to search a specific location on Google Map.

[20 Marks]

Q.3) Viva   **[5 Marks]**

----------------Slip 6 -------------

[Time: 3 Hours]   [Max. Marks: 35]

Q.1] Java Android Program to Demonstrate ProgressBar.

[10 Marks]

Q.2] Create table Employee (E_id, name, address, ph_no). Create Application for performing the following operation on the table. (Using SQLite database).

i] Insert record of 5 new Employees.

ii] Show all the details of Employee.   [20 Marks]

Q.3] Viva.   [5 Marks]

[Time: 3 Hours]   **[Max. Marks: 35]**

Q.1] Create a Application which shows Life Cycle of Activity.

[10 Marks]

Q.2]   Create table Customer (id, name, address, ph_no). Create Application for performing the following operation on the table.   (Using SQLite database).

i]   Insert new customer details (At least 5 records).

ii]   Show all the customer details.   **[20 Marks]**

Q.3] Viva.   **[5 Marks]**

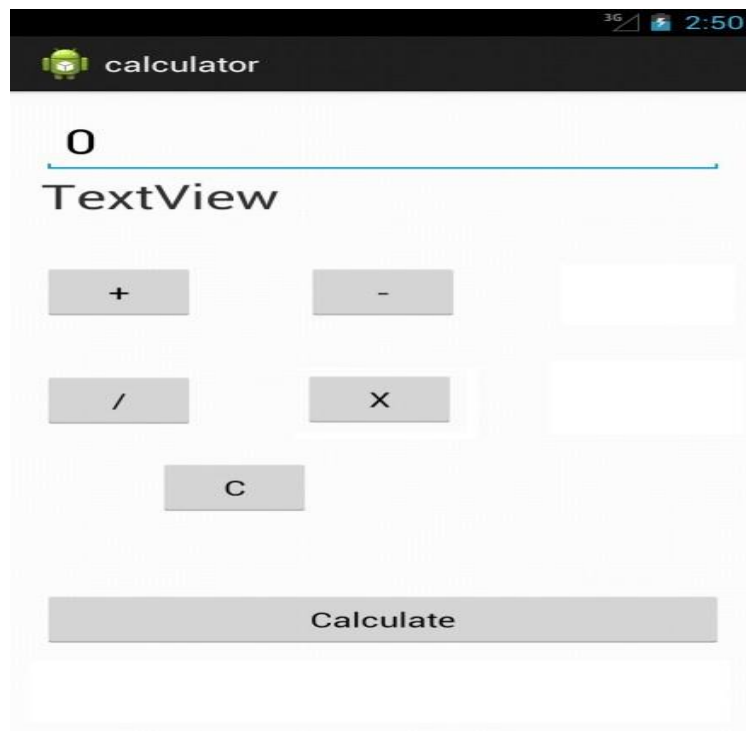[Time: 3 Hours]   [Max. Marks: 35]

Q.1] Create an application that allows the user to enter a number in the textbox named „getnum". Check whether the number in the textbox „getnum" is Palindrome or not. Print the message accordingly in the label when the user clicks on the button „Check".

[10 Marks]

Q.2] Java android program to create simple calculator.

[20 Marks]

Q.3] Viva.   [5 Marks]

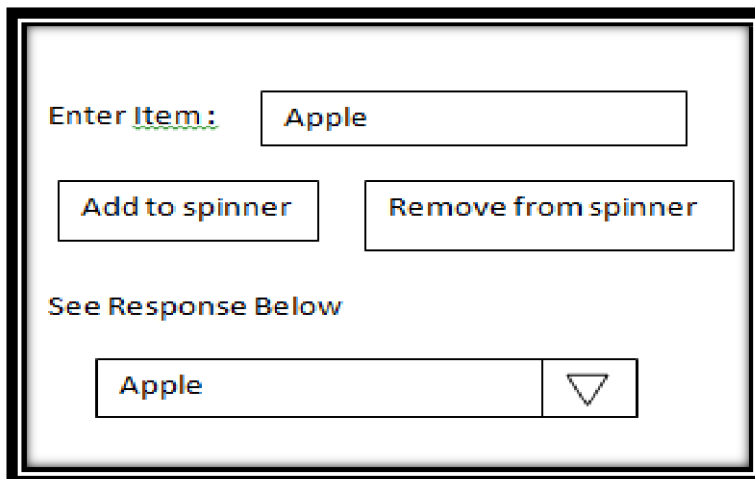[Time: 3 Hours]   [Max. Marks: 35]

Q.1] Create an application that allows the user to enter a number in the textbox named getnum. Check whether the number in the textbox getnum is Armstrong or not. Print the message using Toast control when the user clicks on the button Check.

[10 Marks]

Q.2] Write a program to draw GUI by using Spinner, Buttons.

[20 marks]

Q.3] Viva   [5 marks]

----------------Slip 10-------------

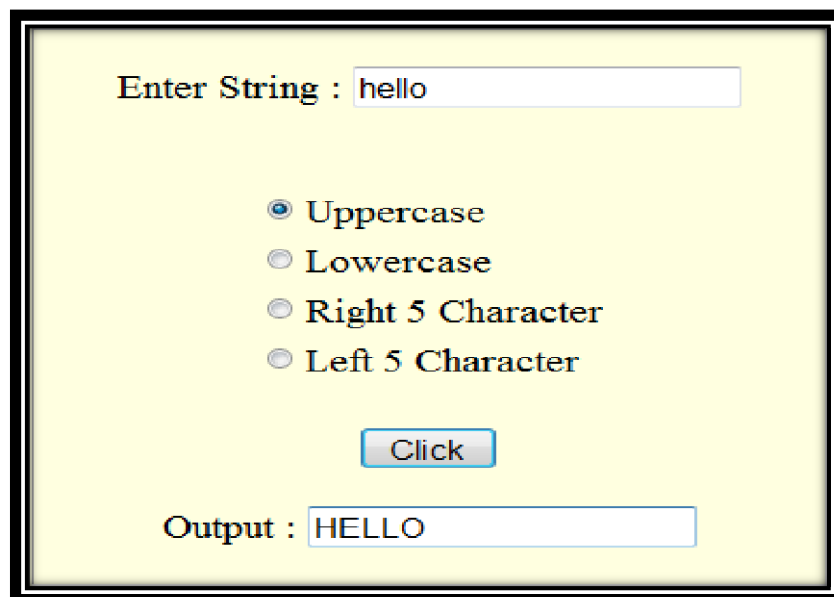[Time: 3 Hours]   [Max. Marks: 35]

Q.1] Create an Android Application to accept two numbers to calculate its Power and Average. Create two buttons: Power and Average. Display the appropriate result on the next activity on Button click.

[10 Marks]

Q.2] Create an Android Application to perform following string operation according to user selection of radio button.

[20 Marks]

Enter String : hello

◉ Uppercase
○ Lowercase
○ Right 5 Character
○ Left 5 Character

Click

Output : HELLO

Q.3] Viva.   [5 Marks]

----------------Slip 11-------------

[Time: 3 Hours]   [Max. Marks: 35]

Q.1] Construct an Android app that toggles a light bulb ON and OFF when the user clicks on toggle button.

[10 Marks]

Q.2] Create an Android application which will ask the user to input his / her name. A message should display the two items concatenated in a label. Change the format of the label using radio buttons and check boxes for selection. The user can make the label text bold, underlined or italic as well as change its color. Also include buttons to display the message in the label, clear the text boxes as well as label. Finally exit.

[20 Marks]

Q.3] Viva.   **[5 Marks]**

[Time: 3 Hours]   [Max. Marks: 35]

Q.1] Java android program to demonstrate Registration form with validation.

[10 Marks]

Q.2] Write a Java Android Program to Demonstrate List View Activity with all operations Such as: Insert, Delete, Search

[20 marks]

Q.3] Viva.   **[5 Marks]**

[Time: 3 Hours]   [Max. Marks: 35]

Q.1] **Construct an Android application to accept a number and calculate and display Factorial of a given number in TextView.**

[10 Marks]

Q.2] **Create an Android application, which show Login Form. After clicking LOGIN button display the "Login Successful…" message if username and password is same else display "Invalid Login" message in Toast Control.**

[20 Marks]

Q.3] **Viva.**   **[5 Marks]**

----------------Slip 14-------------

[Time: 3 Hours]   [Max. Marks: 35]

Q1] Construct an Android application to accept two numbers in two EditText, with four buttons as ADD, SUB, DIV and MULT and display Result using Toast Control.

[10 Marks]

Q2] Construct a bank app to display different menu like withdraw, deposit etc.

[20 Marks]

Simple Bank App
Simple Bank Application
ACCOUNT NUMBER
ACCOUNT TYPE
BALANCE
● Checking ● Savings
Create Balance
Deposit Withdraw

Q3. Viva   **[05 Marks]**

[Time: 3 Hours]   [Max. Marks: 35]

Q1] Create a Simple Android Application Which Send ─Hello‖ message from one activity to another with help of Button (Use Intent).

[10 Marks]

Q2] Create an Android application, with two activity first activity will have an EditText and a Button where the user can enter player name and after clicking on button the entered name will be display in another Activity. Second activity has the BACK button to transition to first activity (Using Intent).

[20 Marks]

Q3] Viva   [05 Marks]

[Time: 3 Hours]   [Max. Marks: 35]

Q1] Write an Android Program to demonstrate Activity life Cycle.

[10 Marks]

Q2] Write a PhoneGap application to create a contact.

   Options are:

- **Searching for Contacts**
- **Cloning Contacts**
- **Removing Contacts.**

[20 Marks]

 Q3] Viva   **[05 Marks]**

[Time: 3 Hours]   [Max. Marks: 35]

Q1] Create an Android Application that will change color of the screen and change the font size of text view using xml.

[10 Marks]

Q2] Create table Project (id, name, dept, city). Create Application to perform the following operations. (using SQLite database)

        i] Add at least 5 records.

        ii] Display all the records.

[20 Marks]

Q3] Viva   [5 Marks]

[Time: 3 Hours]   [Max. Marks: 35]

Q1] Write an Android Program to Change the Image Displayed on the Screen.

[10 Marks]

Q2] Construct an Android Application to create two option menu as Find Factorial and Find Sum of Digits. Accept a number and calculate Factorial and Sum of Digits of a given number by clicking Menu.

[20 Marks]

Q3] Viva   [05 Marks]

[Time: 3 Hours]   **[Max. Marks: 35]**

Q1] **Write an application to accept two numbers from the user and displays them. But Reject input if both numbers are greater than 20 and asks for two new numbers.**

[10 marks]

Q2] **Java Android Program to send email with attachment.**

[20 marks]

Q3] **Viva**   **[05 marks]**

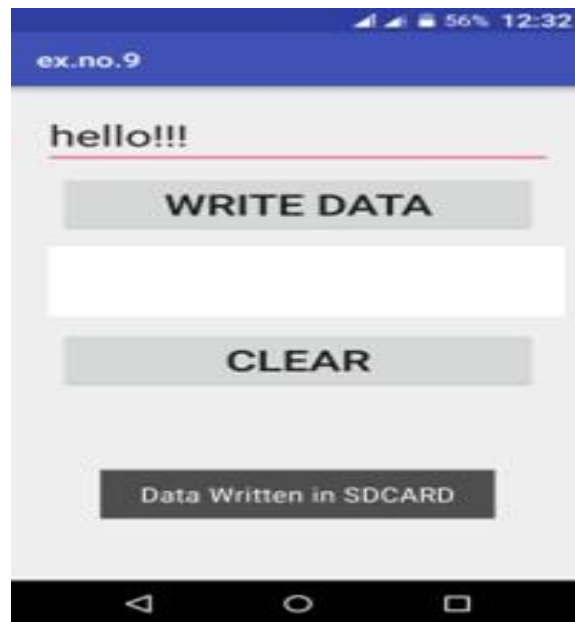[Time: 3 Hours]   [Max. Marks: 35]

Q.1] **Write an Android Program to demonstrate Activity life Cycle.**

[10 Marks]

Q.2] **Create an Android Application that writes data to the SD Card**

[20 Marks]

Q.3] **Viva.**   **[5 Marks]**

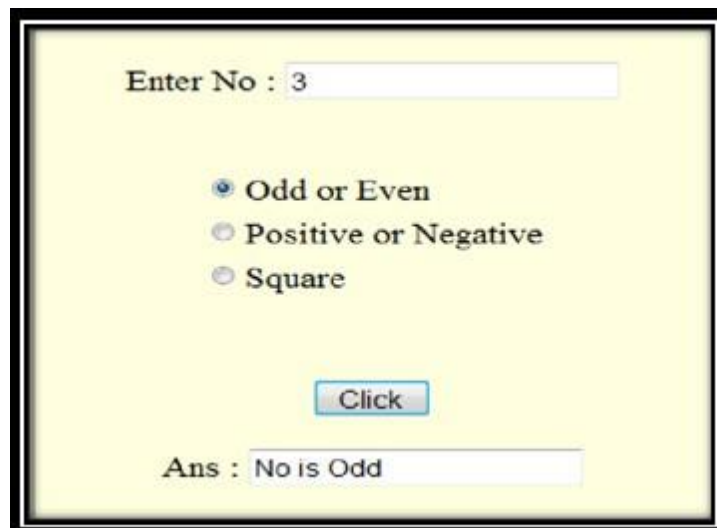[Time: 3 Hours]   [Max. Marks: 35]

Q.1] Write an Java Android Program to Change the Image on the Screen.

[10 Marks]

Q.2] Perform following numeric operation according to user selection of radio button.

[20 Marks]

Q.3] Viva.   **[5 Marks]**

[Time: 3 Hours]   [Max. Marks: 35]

Q. 1] Write a Java android program to demonstrate implicit intent.

[10 Marks]

Q.2] Create an Android application which will ask the user to input his / her name. A message should display the two items concatenated in a label. Change the format of the label using radio buttons and check boxes for selection. The user can make the label text bold, underlined or italic as well as change its color. Also include buttons to display the message in the label, clear the text boxes as well as label. Finally exit.
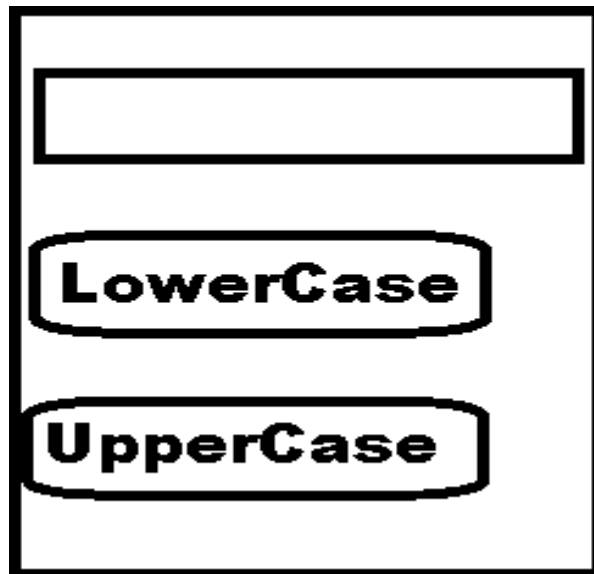
[20 Marks]

Q.3] Viva   **[5 Marks]**

----------------Slip 23-------------

[Time: 3 Hours]   [Max. Marks: 35]

Q.1] Write an application to accept a string from the user. With two buttons to display the string in Uppercase and Lowercase using the toast message.

[10 Marks]

Q.2] Create table Car (id, name, type, color). Create Java Android Application for performing the following operation on the table.   (Using SQLite database)

i) **Insert 5 New Car Details.**

ii) **Show All the Car Details**

[20 Marks]

Q.3] Viva.   [5 Marks]

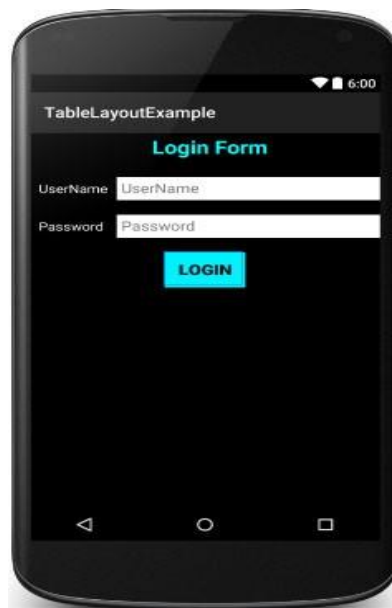[Time: 3 Hours]   [Max. Marks: 35]

Q.1] Create an android application for SMS activity.

[10 Marks]

Q.2] Create an Android application, which show Login Form in table layout. After clicking LOGIN button display the "Login Successful…" message if username and password is same else display "Invalid Login" message in Toast Control.

[20 Marks]

Q.3] Viva.   [5 Marks]

----------------Slip 25-------------