

ADF

QUESTION BANK

UNIT - 01

1. What are different advantages of android operating system.
2. Describe various features of android.
3. Write a note on Android architecture.
4. What is Dalvik Virtual Machine?
5. List various versions of Android.
6. Define terms: activity,intents, fragment.
7. Write a note on activity lifecycle.
8. Write a note on fragment lifecycle.
9. Discuss following views with minimum 5 components:
 - a. TextView
 - b. Button
 - c. ImageButton
 - d. ImageView
 - e. EditText
 - f. CheckBox
 - g. ToggleButton
 - h. RadioButton/RadioGroup
 - i. ProgressBar
 - j. Spinnerview
 - k. TimePicker
 - l. DatePicker
 - m. ListView

UNIT -02

1. Define various user inputs with associated Event listeners.
2. Write a note on following menu type with respect to following type:

(Purpose,How it is created,How events are handled)

- a. OptionMenu
 - b. PopupMenu
 - c. ContextMenu
- 3.** Consider you have a menu consisting of 3 items named as Red , Green , and Blue . Write a method to provide menu item click listener to change the background color respectively. [Write an XML code for menu and the appropriate methods in Java].
- 4.** What do you mean by Material Design in Android . Also explain how it is implemented for a particular activity.
- 5.** Define resources (Resource folder of an Activity). Explain following resource folders with Code Snippet.

/res , /colors , /layouts , /menu , /values , /xml , /drawables , /mipmap

- 6.** What is the need of an alternative resource . Explain along with common resource qualifiers .
- 7.** How to perform back navigation in Android . Explain along with suitable coding.
- 8.** Write a note on AsyncTask .

(Definition , - flow , - generic types of AsyncTask , - Methods of AsyncTask)

- 9.** Write a note on BroadcastReceiver .

(Definition , - Steps , - Code snippets along with events)

- 10.** Write a note on Adaptive resources.
- 11.** Explain lifecycle of service in Android.
- 12.** Write a note on notification with respect to the following :
- a. To create a notification builder .
 - b. To set context text .
 - c. To set icon and title .
 - d. Attaching action , issuing a notification .
- 13.** Write a note on Alarm manager along with example .
- 14.** In order to implement two factor authentication, an organization needs to develop an Android application which will accept mobile no. from user

on a click of submit button . Display a message with the help of Snackbar that “OTP is sent on your number” [Write only JAVA code] .

15. State the difference between Toast and Snackbar .

UNIT -03

- 1.** What is firebase? List various features of firebase.
- 2.** Security is important for android devices, What are best practices to implement
- 3.** security in android applications?
- 4.** Write a note on ContentProvider.
- 5.** State and explain various features of SQLite Database.
- 6.** What are ACID properties of transactions?
- 7.** State the concept of performance with respect to Memory, CPU, GPU and N/W monitor.
- 8.** What are shared preferences? Explain various modes used with shared preferences.
- 9.** What is SQLite? Discuss various features of SQLite.
- 10.** Write a program using SQLite to insert 5 records into database. [only java code is needed]