This question paper contains 3 printed pages]

Roll No.

S. No. of Question Paper : 2305

Unique Paper Code : 42343601   IC

Name of the Paper : **Android Programming-SEC**

Name of the Course : **B.Sc. (P) (Physical Science/**

Mathematical Science)

Semester : **VI**

Duration : **2 Hours**   Maximum Marks : **25**

(Write your Roll No. on the top immediately on receipt of this question paper.)

Section A is compulsory.

Attempt any *three* questions from Section B.

Parts of a question must be answered together.

Section A

(Compulsory)

1. (a) Name the layout used in xml file for setting screen layout for handling vertical and horizontal scrolling.   1

    (b) Name the android class used for starting new activity.   1

(c) Write down the usage of @ and + in **id** names while building Android application. 2

(d) Write *two* ways used for generating flexible layout that can adapt to different screen sizes. 2

(e) How does android control the execution of multiple applications on the device ? 2

(f) Write *one* use of the emulator. Also write the command used for installing new application to the emulator or any connected device. 1+1

Section B

(Attempt any *three* questions)

2. Differentiate between Explicit and Implicit Intents. Draw a flow diagram showing handling of implicit intent by the Android system. 3+2

3. How does an activity know about change in the state of the application? Write down any *three* reasons for implementing callback methods for activities. 1+4

4. Make a simple android application to accept name of the person and his willingness to participate in a survey (Yes/No). Use appropriate user interface/controls required for designing the application. Write statements to set size, font colour and font type of the text. 5

5. Name the class used for handling database in Android application. Write the code for the following :

   (a) Create a table with any two attributes

   (b) Populate data into the table by passing Content Values object. 1+2+2

6. Describe the following :

   (a) Interface (in Java)

   (b) Option and Context Menu. 2+3