[This question paper contains 4 printed pages]

Your Roll No. :.....

Sl. No. of Q. Paper : 482 I

Unique Paper Code : 32343305

Name of the Course : B.Sc.(Hons.) Computer

Science: SEC

Name of the Paper : Android Programming

Semester : III

Time: 2 Hours Maximum Marks: 25

Instructions for Candidates:

- (a) Write your Roll No. on the top immediately on receipt of this question paper.
- (b) Section-A is compulsory.
- (c) Attempt any three questions from Section-B.

Section - A

1. (a) Why JAVA is considered to be platform independent?

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- (b) Describe the requirement of Kernel layer in Android architecture.
- (c) Write code snippet to handle click event on a button named "ButtonA" in an activity.
- (d) Explain the following terms:
 - (i) SDK manager
 - (ii) Android emulator
- (e) Write down a query() method to get the name, rollno, and course for the student with name "Andy" from table named StudentInfo. Assume 'db' is an object of SQLite Database class.

Section - B

2. (a) Describe the linear layout in android.

(b) Differentiate between function overloading and function overriding in JAVA with an example.

3. Describe SQLite database. Write the code for adding and removing data from SQLite database.

4. (a) What are ART and DVM? Explain.

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- (b) Suppose there are two activities: Activity A and Activity B. Acitivity A calls Activity B when user presses a button. Then user presses back button twice. Write down the status of activity stack (assume stack is empty) and the change in the states of Activity A and Activity B using lifecycle methods.
- 5. (a) Write any three components of android.

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(b) Explain the following classes

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- (i) Check Box
- (ii) Image View

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6. Give the necessary code snippets that need to be incorporated to send or to receive broadcast messages.

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