## **SET A [ODD PC]**

### INTERNAL PRACTICAL EXAMINATION

#### FUNDAMENTALS OF MOBILE COMPUTING

### **FYBSC CS SEMESTER-6**

**TOTAL: 20 MARKS** 

#### NOTE:

- AFTER IMPLEMENTATION, PUT YOUR CODE(XML, JAVA) IN A DOCX FILE
- PROVIDE STATED INFORMATION IN DOCX AS WELL AS SUPPLEMENTARY-ENROLLMENT NUMBER, NAME, CLASS, SUBJECT, EXAM DATE, ,PC NUMBER AND SET NUMBER.
- GIVE FILE NAME AS SETNUMBER\_PCNUMBER\_LAST 3 DIGITS OF ENROLLMENT NUMBER. [EXAMPLE: A\_22\_022]

Develop an android application which will contain 2 activities.

Activity 1 – Purpose is to convert value from one unit to another. (UI might differ from the one provided to you) [10]



conversion units - meter, inch

1 meter = 39.37 inch

1 inch = 0.025 meter

The activity will contain two buttons -

- 1. Calculate: It will calculate the conversion value.
- 2. Save: will save the latest converted value in shared preference which can be seen on second activity as well.

Activity 2 – Show saved conversion results from shared preference. [10]

# **SET B [EVEN PC]**

### INTERNAL PRACTICAL EXAMINATION

#### **FUNDAMENTALS OF MOBILE COMPUTING**

### **FYBSC CS SEMESTER-6**

**TOTAL: 20 MARKS** 

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## SET B [ODD PC]

Develop an android application to order ice cream. A part of application will contain 2 activities.

Activity 1 – User can give his preference for ordering customized icecream. [10]

- Select whether he wants icecream in cone or cup. (Radiobutton)
- Select flavours chocolate, vanilla, strawberry (Spinner)
- Clicking on submit will pass all selected data to the second activity via intent.

Activity 2 – Display the icecream selected by user here. [10]

Note – No need to use shared preference.