

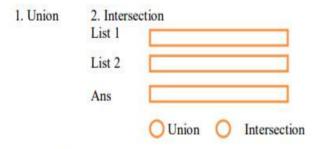
Mobile Technology Questions

Masters in Commerce (Savitribai Phule Pune University)

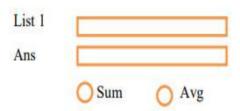
Mobile Technology Questions

These Questions Is For 10 Marks

- 1) Write an Android Program to demonstrate Activity life Cycle [10]
- 2) Create an Android Application that will change color of the screen and change the font size of text view using xml.
- 3) Create an Android Application to accept two numbers and create two buttons (power and Average). Display the result on the next activity on Button click
- 4) Create a Simple Android Application Which Send —Hello message from one activity to another with help of Button (Use Intent).
- 5) Java Android Program to Change the Image Displayed on the Screen
- 6) Write an Android code to complete the following Array/List operations

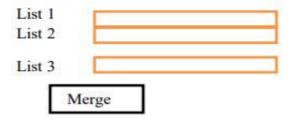


- 7) Write a Swift program to change the first and last character of a given string.
- 8) Write an Android program to read 5 numbers and print the sum of all



- 9) Write a Swift program that accept two integer values and return true if one of them is 20 or if their sum is 20.
- 10) Create an Android Application to display satellite view of current location using Google Map.
- 11) Write a Swift program to compute the sum of the two integers. If the values are equal return the triple their sum.
- 12) Write an Android program to perform Zoom In, Zoom Out operation and display Satellite view, on Google Map.
- 13) Write a Swift program to create a new string where all the character "a" have been removed except the first and last positions.
- 14) Construct an Android app that toggles a light bulb on and off when the user clicks on toggle button
- 15) Write an Android code to merge given two Array/List





- 16) Create a Simple Android Application Which Send —Hello message from one activity to another with help of Button (Use Intent).
- 17) Write a Swift program to find the Factorial of a given Number
- 18) Android Program to Demonstrate Date Picker Dialog in Android
- 19) Create an Android application that will change color of the screen and change the font size of text view using xml.
- 20) Write an Android application to accept two numbers from the user, and displays them, but reject input if both numbers are greater than 10 and asks for two new numbers.

These Questions Is For 20 Marks

- 1) Create table Customer (id, name, address, phno). Create Android Application for performing the following operation on the table. (using sqlite database) i) Insert New Customer Details. ii) Show All the Customer Details
- 2) Write an IOS application to implement UI elements like Pickers
- 3) Create an Android Application to perform following string operation according to user selection of radio button.



- 4) Write an IOS application to implement UI elements like TableView and selected item of the TableView is displayed in the second view.
- 5) Write an IOS application that toggles a light bulb on and off when the user clicks on switch button

6) Java Android Program to demonstrate login form with validation.



7) By using Spinner, Buttons. Write a Android program to draw following GUI.



- 8) Create a Notification in Android and display the notification message on second activity
- 9) Write an Android Application to demonstrate Alert Dialog Box.
- 10) Construct an Android Application to display the images using ImageSwitcher
- 11) Construct an Android Application to accept a number and calculate Factorial and Sum of Digits of a given number using Menu.
- 12) Create an Android application, where the user can enter player name and points in one view and display it in another view.
- 13) Create table Company (id, name, address, phno). Create Android Application for performing the following operation on the table.(using sqlite database) i) Insert New Company Details. ii) Show All the Company Details.
- 14) Construct an Android application to accept a number and calculate Armstrong and Perfect number of a given number using Menu.
- 15) Write an Android Application to send Email
- 16) Create an Android application which will ask the user to input his name and a message, display the two items concatenated in a label, and 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 and change its color include buttons to display the message in the label, clear the text boxes and label and then exit.
- 17) Write a PhoneGap Application to display Hello World using HTML5.



- 18) Write a PhoneGap Application to display Digital Bio Data using HTML5.
- 19) Create table Project(id,name,dept,city). Create Application to perform the following operations.(usingsqlite database)
 - i) Add records.
 - ii) Display all the records.
- 20) Create the simple calculator shown below also perform appropriate operation



Solutions

Java Android Program to Change the Image Displayed on the Screen « Prev

Next »

Here is source code of the Program to Change the Image Displayed on the Screen in Android. The program is successfully compiled and run on a Windows system using Eclipse Ide. The program output is also shown below.

Note

Remember to put your images in res/drawable-hdpi/ directory and then clean your project in order to use the images in your current working Application.

Main Activity

package com.example.changeiamge;

import android.app.Activity;
import android.graphics.Typeface;
import android.os.Bundle;
import android.renderscript.Type;

```
import android.view.Gravity;
import android.view.View;
import android.widget.Button;
import android.widget.EditText;
import android.widget.ImageView;
import android.widget.RadioGroup;
import android.widget.RadioGroup.OnCheckedChangeListener;
import android.widget.TextView;
public class MainActivity extends Activity implements OnCheckedChangeListener {
  RadioGroup group1, group2;
  Button gen;
  ImageView img;
  @Override
  protected void onCreate(Bundle savedInstanceState) {
    // TODO Auto-generated method stub
    super.onCreate(savedInstanceState);
    setContentView(R.layout.activity main);
    group1 = (RadioGroup) findViewById(R.id.rg1);
    group1.setOnCheckedChangeListener((OnCheckedChangeListener) this);
    group2 = (RadioGroup) findViewById(R.id.rg2);
    group2.setOnCheckedChangeListener((OnCheckedChangeListener) this);
    img = (ImageView) findViewById(R.id.imageView1);
    // oncheckedChanged function
    gen = (Button) findViewById(R.id.button1);
    gen.setOnClickListener(new View.OnClickListener() {
       @Override
       public void onClick(View v) {
         // TODO Auto-generated method stub
    });
  @Override
  public void onCheckedChanged(RadioGroup group, int checkedId) {
```

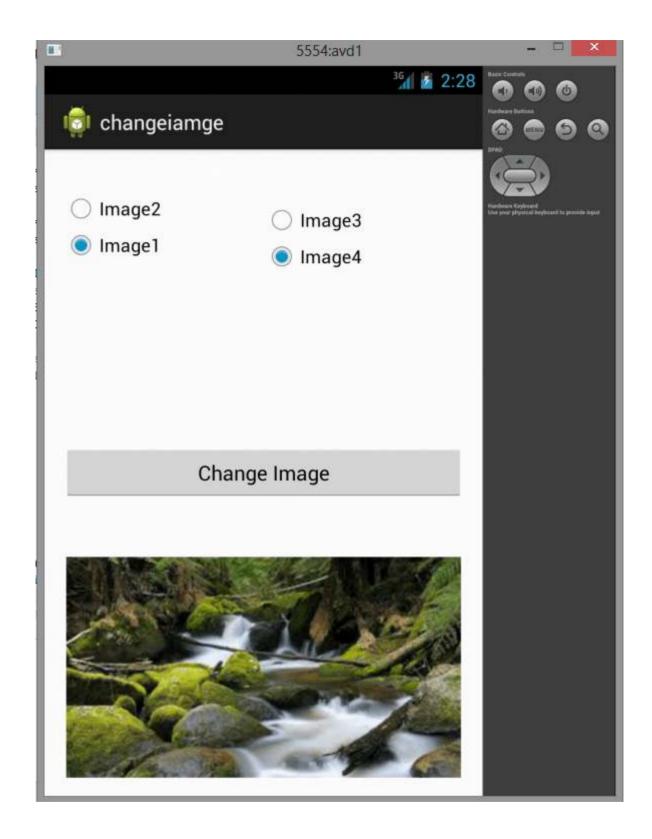
```
// TODO Auto-generated method stub
    switch (checkedId) {
    case R.id.radioButton1:
      img.setImageResource(R.drawable.image4);
      break;
    case R.id.radioButton2:
      img.setImageResource(R.drawable.image5);
      break:
    case R.id.radioButton3:
      img.setImageResource(R.drawable.image6);
      break:
    case R.id.radioButton4:
      img.setImageResource(R.drawable.image7);
      break:
    default:
      break;
ActivityMain.xml
<RelativeLayout xmlns:android="http://schemas.android.com/apk/res/android"
  xmlns:tools="http://schemas.android.com/tools"
  android:layout width="match parent"
  android:layout height="match parent"
  android:paddingBottom="@dimen/activity vertical margin"
  android:paddingLeft="@dimen/activity horizontal margin"
  android:paddingRight="@dimen/activity horizontal margin"
  android:paddingTop="@dimen/activity vertical margin"
 tools:context=".MainActivity">
  <LinearLayout
    android:layout width="match parent"
    android:layout height="wrap content"
    android:orientation="horizontal"
    android:paddingBottom="40px"
    android:weightSum="2" >
```

< Radio Group

```
android:id="@+id/rg1"
  android:layout width="wrap content"
  android:layout height="match parent"
  android:layout weight="1"
  android:orientation="vertical" >
  < Radio Button
    android:id="@+id/radioButton1"
    android:layout width="wrap content"
    android:layout height="wrap content"
    android:layout alignParentRight="true"
    android:layout alignParentTop="true"
    android:layout marginTop="20dp"
    android:text="Image2" />
  < Radio Button
    android:id="@+id/radioButton2"
    android:layout width="wrap content"
    android:layout height="wrap content"
    android:layout alignBaseline="@+id/radioButton1"
    android:layout alignBottom="@+id/radioButton1"
    android:layout alignParentLeft="true"
    android:text="Image1" />
</RadioGroup>
< Radio Group
  android:id="@+id/rg2"
  android:layout width="wrap content"
  android:layout height="match parent"
  android:layout weight="1"
  android:orientation="vertical" >
  < Radio Button
    android:id="@+id/radioButton3"
    android:layout width="wrap content"
    android:layout height="wrap content"
    android:layout marginTop="30dp"
    android:text="Image3" />
  < Radio Button
    android:id="@+id/radioButton4"
    android:layout width="wrap content"
    android:layout height="wrap content"
```



```
android:layout alignBaseline="@+id/radioButton3"
         android:layout alignBottom="@+id/radioButton3"
         android:layout alignParentRight="true"
         android:text="Image4" />
    </RadioGroup>
  </LinearLayout>
  <Button
    android:id="@+id/button1"
    android:layout width="wrap content"
    android:layout height="wrap content"
    android:layout alignParentLeft="true"
    android:layout alignParentRight="true"
    android:layout centerVertical="true"
    android:text="Change Image" />
  <ImageView
    android:id="@+id/imageView1"
    android:layout width="wrap content"
    android:layout height="wrap content"
    android:layout alignLeft="@+id/button1"
    android:layout alignParentBottom="true"
    android:layout alignParentRight="true"
    android:layout below="@+id/button1"
    android:layout marginTop="50dp"
    android:src="@drawable/ic launcher" />
</RelativeLayout>
```



Java Android Program to Demonstrate Date Picker Dialog in Android « Prev

Next »

Here is source code of the Program to Demonstrate Date Picker Dialog in Android. The program is successfully compiled and run on a Windows system using Eclipse Ide. The program output is also shown below.

Main Activity

```
package com.example.datepickerdialog;
import android.app.Activity;
import android.app.DatePickerDialog;
import android.app.DatePickerDialog.OnDateSetListener;
import android.os.Bundle;
import android.view.Menu;
import android.view.View;
import android.widget.Button;
import android.widget.DatePicker;
public class MainActivity extends Activity {
  @Override
  protected void onCreate(Bundle savedInstanceState) {
    super.onCreate(savedInstanceState);
    setContentView(R.layout.activity main);
    Button but = (Button) findViewById(R.id.button1);
    but.setOnClickListener(new View.OnClickListener() {
       @Override
       public void onClick(View v) {
         // TODO Auto-generated method stub
         DatePickerDialog datePickerDialog = new DatePickerDialog(
              MainActivity.this, new OnDateSetListener() {
                public void on Date Set (Date Picker view, int year,
                     int monthOfYear, int dayOfMonth) {
                   // TODO Use the selected date.
              }, 2013, 10, 11);
         datePickerDialog.show();
    });
```

```
@Override
public boolean onCreateOptionsMenu(Menu menu) {
    // Inflate the menu; this adds items to the action bar if it is present.
    getMenuInflater().inflate(R.menu.main, menu);
    return true;
}
```

