DR. BABASAHEB AMBEDKAR TECHNOLOGICAL UNIVERSITY, LONERE

Regular Summer 2024

Course: B. Tech. Branch: Electronics Computer Engg./ Electronics Computer Science Engg.

Subject Code & Name: BTECOE604C Android Programming Semester: VI

Max Marks: 60 Date: 21/06/2024 **Duration: 3 Hr.**

Instructions to the Students:

- 1. All the questions are compulsory.
- 2. The level of question/expected answer as per OBE or the Course Outcome (CO) on which the question is based is mentioned in () in front of the question.
- 3. Use of non-programmable scientific calculators is allowed.

4. Assume suitable data wherever necessary and mention it clearly.			
		(Level)	Marks
Q. 1	Solve Any Two of the following.		12
A)	Describe components included in the Android SDK to facilitate app development?	Level 2	6
B)	What is the purpose of the application framework layer in Android?	Level 1	6
C)	What is the Android Virtual Device (AVD) and how is it used in testing?	Level 4	6
Q.2	Solve Any Two of the following.		12
A)	What are the key methods in the Activity life cycle and their roles?	Level 4	6
B)	Compare different types of layouts available in Android.	Level 4	6
C)	Describe the process of integrating fragments into an Android application.	Level 3	6
Q. 3	Solve Any Two of the following.		12
A)	Describe the difference between explicit and implicit intents with examples of each.	Level 1	6
B)	How can you save application data in external and internal memory in Android?	Level 5	6
C)	Describe types of dialogs available in Android, and when should each be used?	Level 4	6
Q.4	Solve Any Two of the following.		12
A)	How SQLiteOpenHelper class help in creating and managing an SQLite database?	Level 1	6
B)	Describe how to perform insert, update, and delete operations in SQLite database.	Level 2	6
C)	What is Firebase, and what are its main features for Android development?	Level 3	6
Q. 5	Solve Any Two of the following.		12
A)	Describe how to monitor incoming and outgoing calls in an Android application.	Level 2	6
B)	How to customize the appearance of a Google Map in an Android application?	Level 3	6
C)	Describe how to enable or disable Wi-Fi programmatically in an Android	Level 2	6
	application.		