

C 21117

(Pages : 2)

Name.....

Reg. No.....

SIXTH SEMESTER B.Sc. DEGREE EXAMINATION, MARCH 2017

(CUCBCSS—UG)

Computer Science

BCS 6B 12—ANDROID PROGRAMMING

Time : Three Hours

Maximum : 80 Marks

Part A

Answer all questions.

Each question carries 1 mark.

1. Android is Open Source, True or false ?
2. For relational data storage Android uses SQLite database, True or False ?
3. Which virtual machine is used by android to run application ?
4. Expand ADT
5. The virtual machine used by android is known as _____.
6. The mechanism to invoke android components is known as _____.
7. Write the purpose of android.app package
8. Name the two important parts of Android SDK
9. Define the purpose of AndroidManifest.xml
10. Does developing for Android require the JRE or the JDK ?

(10 × 1 = 10 marks)

Part B

Answer all questions.

Each question carries 2 marks.

11. What is an AVD ? What do you use it for ?
12. What are all the methods that can be used to write log messages, and what's different about them ?
13. What is the connection between resource-reference syntax and allocating IDs for UI controls ?
14. What is R.java ?
15. What are resource configuration qualifiers ?

(5 × 2 = 10 marks)

Turn over

Part C

*Answer any five questions.
Each question carries 4 marks.*

16. Explain the Resource Types in Android.
17. What are the names of some useful command-line tools in Android ?
18. What is the role of the Content Values class and Content Resolver class ?
19. How does URIMatcher work, and what is it used for ?
20. What are constituent parts of intent ?
21. What is the difference between action_pick and action_get_content ?
22. Explain the Layout Managers in Android UI development ?
23. Explain Spinner ? How is a Spinner different from the other list controls ?

(5 × 4 = 20 marks)

Part D

*Answer any five questions.
Each question carries 8 marks.*

24. Explain Fragmentation in android ?
25. Explain Android's common controls ?
26. Explain List Preference, Checkbox Preference, EditText Preference ?
27. Explain :
 - (1) Creating Menu.
 - (2) Creating Menu Groups.
 - (3) Icon Menu, Context Menu, Alternative Menus.
28. Explain database manipulation using SQLite ?
29. Explain Android Resources ?
30. Explain the fundamental components of ADT ?
31. Explain the structure of Android application ?

(5 × 8 = 40 marks)