

C 60092

(Pages : 2)

Name.....

Reg. No.....

SIXTH SEMESTER B.Sc. DEGREE EXAMINATION, MARCH 2019

(CUCBCSS)

Computer Science

BCS 6B 12—ANDROID PROGRAMMING

Time : Three Hours

Maximum : 80 Marks

Part A

*Answer all questions.
Each question carries 1 mark.*

- 1 Define the purpose of *AndroidManifest.xml*
- 2 For relational data storage Android uses SQLite database, True or False ?
- 3 What is a view in android ?
- 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.bluetooth* package.
- 8 What's the difference between *android:gravity* and *android:layout_gravity* ?
- 9 Does developing for Android require the JRE or the JDK ?
- 10 The first android version was released in the year _____.

(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. Differentiate fragment and an activity in Android.
17. Explain the architecture of content providers.
18. What is the role of the ContentValues class and ContentResolver class ?
19. Explain Android Software Stack.
20. Illustrate the linking of activities using intent with an example.
21. What is the difference between action_pick and action_get_content ?
22. How to create a linear layout with view components ?
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 various Android Packages.
25. Explain the Layout Managers in Android UI development with code snippet.
26. Create an android application with a user interface containing a list view. On clicking an item in the list view, it should display that item name in the next screen.
27. Explain :
 - 1) How to create menu and menu groups ?
 - 2) How to respond to menu items ?
 - 3) How to load menu through xml ?
28. Illustrate how to establish database connectivity to an android application.
29. What are content providers ? Explain how to query, read, update and delete data in content providers.
30. How to save and load shared preferences ? Explain :
 - (a) List Preference.
 - (b) Check box Preference.
 - (c) Edit Text Preference.
31. Draw and explain the application life cycle.

(5 × 8 = 40 marks)