

**C 60092**

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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.
1. Draw and explain the application life cycle.

(5 × 8 = 40 marks)