C 80178

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Name..............................

Reg. No..............................

SIXTH SEMESTER B.A./B.Sc. DEGREE EXAMINATION, MARCH 2020

(CUCBCSS—UG)

Computer Science

BCS 6B 11—ANDROID PROGRAMMING

(2017 Admissions)

Time : Three Hours

Maximum : 80 Marks

Part A

Answer all questions.
Each question carries 1 mark.

1. What is the name of Virtual machine in Android ?

2. Which of the library in Android is responsible for browser support ?

3. What is the final executable code in Android ?

4. What is Android cursor ?

5. What is Layout Resource ?

6. Which controls are used to select date and time ?

7. Which method is called to clear all Radio button within the radio group ?

8. Name the method which is called when the menu item has been invoked.

9. What callback method is used to create menu items ?

10. What is shared preference ?

(10 × 1 = 10 marks)

Part B

Answer all questions.
Each question carries 3 marks.

11. Write a note on the history of Android.

12. What is resource in Android ? Explain Plurals with example.

13. What are Adapters ? How it is different from List Controls ?

14. What are the attributes of Menu item ? Explain.

15. Write a Brief note on List Preference.

(5 × 3 = 15 marks)

Turn over

Part C

Answer any **five** *questions.*
Each question carries 5 marks.

16. Briefly explain any *three* Android Java Packages that are included in Android SDK.

17. Briefly explain the key aspects of Android 4.0.

18. Briefly describe any *four* types of Resources available in Android.

19. What is Dimension Resource ? Which all the units used to specify dimensions ? Give XML syntax for defining dimension resources.

20. What is Layout ? Give brief description of any *three* layouts.

21. Explain Spinner Control and its purpose by giving suitable example.

22. Explain how to respond to XML-Based Menu Items ? Explain with example

23. How to save and retrieve shared preferences ?

$(5 \times 5 = 25 \text{ marks})$

Part D

Answer any **three** *questions.*
Each question carries 10 marks.

24. Explain Android SDK software stack with appropriate diagram.

25. Briefly explain the following Android resources.

    (a) Colors.

    (b) Strings.

    (c) Emulator.

    (d) Images.

26. Briefly explain the following Android Layout Manger.

    (a) Linear Layout

    (b) Table Layout

    (c) Relative Layout

    (d) Grid Layout

27. What are check boxes and radio buttons ? Write a sample code to show the use of check boxes and radio buttons in Android

28. What is SQLLite ? Explain Insert, Update and Delete commands in SQLLite with suitable examples.

$(3 \times 10 = 30 \text{ marks})$