

**17U631S**

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Name: .....

Reg. No.....

**SIXTH SEMESTER B.Sc. DEGREE EXAMINATION, APRIL 2020**

(CUCBCSS - UG)

(Supplementary/Improvement)

**CC15U BCS6 B12 - ANDROID PROGRAMMING**

Computer Science - Core Course

(2015, 2016 Admissions)

Time: Three Hours

Maximum: 80 Marks

**Part A**

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

1. Dalvik Executable files has the extension \_\_\_\_\_
2. The \_\_\_\_\_ library in Android software stack is responsible for browser support.
3. List any two SQLite datatypes.
4. \_\_\_\_\_ are user interface (UI) elements that form the basic building blocks of a user interface.
5. An \_\_\_\_\_ is a UI concept that usually represents a single screen in your application.
6. Android calls the \_\_\_\_\_ method when the activity is freshly created.
7. Android uses a concept called \_\_\_\_\_ for abstracting data into services.
8. AVD stands for \_\_\_\_\_
9. Android introduced a concept called \_\_\_\_\_ to invoke components.
10. The \_\_\_\_\_ is a component that takes care of the fragments belonging to an activity.

**(10 x 1 = 10 Marks)**

**Part B**

Answer *all* questions. Each question carries 2 marks.

11. What is the role of the Content Values class?
12. What are explicit intents and implicit intents?
13. What is the difference between android:gravity and android:layout gravity?
14. How is a fragment different from an activity?
15. What is the role of a menu inflater class?

**(5 x 2 = 10 Marks)**

**Part C**

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

16. Differentiate style and theme in Android.
17. Explain the four types of Text controls in Android.

18. What is the difference between `action_pick` and `action_get_content`?
19. Explain the concept of content providers in Android.
20. What is an action bar and what are the three types of action bars?
21. Write a short note on `AndroidManifest` file.
22. Explain the concept of `SharedPreferences` in Android.
23. What is a `Toast` in Android?

**(5 x 4 = 20 Marks)**

### **Part D**

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

24. Explain the fundamental components of Android.
25. Explain the different types of layout managers in Android.
26. Explain the components of Android software stack.
27. Describe the life cycle of a `Fragment`.
28. Explain the types of menus available in Android.
29. Explain the different ways in which a user interface can be created in Android.
30. Write a short note on:  
(i) `GridView`            (ii) `ListView`            (iii) `Gallery`            (iv) `Spinner`
31. Describe the history of Android.

**(5 x 8 = 40 Marks)**

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