

15U631

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Name:

Reg. No.....

SIXTH SEMESTER B.Sc. DEGREE EXAMINATION, MARCH 2018

(CUCBCSS - UG)

CC15U BCS6 B12 - ANDROID PROGRAMMING

Computer Science - Core Course

(2015 Admission)

Time: Three Hours

Maximum: 80 Marks

Part A

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

1. DVM stands for _____.
2. Screen or window in Android is often referred to as _____.
3. Android uses a concept called _____ for abstracting data into services.
4. APK stands for _____.
5. The _____ control displays information in a grid.
6. _____ represents a collection of strings based on the value of a quantity.
7. ADT stands for _____.
8. When an intent carries a component name with it, it is called an _____ intent.
9. The _____ is the simplest of the adapters in Android.
10. _____ is a helper class to manage database creation and version management.

(10 x 1 = 10 Marks)

Part B

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

11. What is Content Provider?
12. What is the purpose of AndroidManifest.xml file?
13. Write a short note on SQLite Database class in Android.
14. What is R.java?
15. Differentiate android:gravity and android:layout_gravity.

(5 x 2 = 10 Marks)

Part C

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

16. Explain the three types of Button controls in Android.
17. Explain the different methods to create user interface in an Android application.
18. What are three types of action bars?
19. Explain the Resource types in Android.

20. Explain the terms style and theme in Android.
21. Explain the term intent.
22. What is a Toast in Android?
23. Write a short note on List View and Grid View controls.

(5 x 4 = 20 Marks)

Part D

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

24. Explain any eight android java packages.
25. Explain fragments in Android.
26. Explain the architecture of Android software stack.
27. Describe the various layout managers in Android.
28. Explain the different types of Menus in Android.
29. Explain List Preference, Edit Text Preference and Check Box Preference.
30. Describe different methods for persisting data in Android.
31. Explain Android application life cycle.

(5 x 8 = 40 Marks)
