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## SIXTH SEMESTER B.C.A. DEGREE EXAMINATION, APRIL 2021

(CUCBCSS-UG)

(Regular/Supplementary/Improvement)

## CC17U BCA6 B11 - ANDROID PROGRAMMING

(Computer Application – Core Course)

(2017 Admissions onwards)

Time: Three Hours

Maximum: 80 Marks

### PART A

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

- 1. What is DVM?
- 2. \_\_\_\_\_ package implements the Application model for Android.
- 3. \_\_\_\_\_ is a UI concept that usually represents a single screen in your Android application.
- 4. What is the purpose of plurals in Android?
- 5. \_\_\_\_\_ is a helper class to manage database creation and version management.
- 6. Android introduced a concept called \_\_\_\_\_\_ to invoke components.
- 7. In Android \_\_\_\_\_\_ attribute is essentially alignment.
- 8. \_\_\_\_\_ method is invoked to create dynamic menus.
- 9. Dialogs in Android are asynchronous, true or false.
- 10. Which operating system is used as the base of the android stack?

 $(10 \times 1 = 10 \text{ Marks})$ 

## PART B

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

- 11. Write a short note on package manager in Android.
- 12. What is R.java?
- 13. What is the role of the ContentValues class?
- 14. What is hint attribute of an EditText control?
- 15. What is the difference between android:gravity and android:layout\_gravity?
- 16. What is the role of a menu inflater class?
- 17. What is a back stack used for?
- 18. What do you mean by *preference* in android?

(8 × 2 = 16 Marks)

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#### PART C

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

- 19. Explain the different ways to respond to menu item click in Android.
- 20. Describe the concept of Intent in Android.
- 21. Explain different types of ActionBar in Android.
- 22. Illustrate the life cycle of an Android application.
- 23. Explain any four layout managers in Android.
- 24. Explain any four resources in Android.
- 25. Write a short note on SQLite.
- 26. What do you meant by an Adapter? Explain any two adapter views.
- 27. Write a short note on different types of menus in Android.

(6 × 4 = 24 Marks)

### PART D

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

- 28. Explain any ten Android Java packages.
- 29. Explain the following resources in Android:

a) Layout b) String c) Color d) Dimension e) Drawable

- 30. Explain the fundamental components of an Android application.
- 31. Explain the components of Android software stack.
- 32. Write a program to perform select, insert, update and delete operations on student table on a SQLite database.

(3 × 10=30 Marks)

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