



B.TECH DEGREE EXAMINATIONS: APRIL/ MAY 2016

(Regulation 2013)

Sixth Semester

INFORMATION TECHNOLOGY

U13ITE204 : Mobile Applications Programming

Time: Three Hours

Maximum Marks: 100

Answer all the Questions:-

PART A (10 x 1 = 10 Marks)

1. How content Provider would be activated?
 - a) using Intent
 - b) using SQLite
 - c) using ContentResolver
 - d) using menu inflated
2. _____ are important device characteristics that you should consider as you design and develop your application.
3. Working of loader in android is _____.
 - a) loaders make it easy to synchronously load data in an activity or fragment.
 - b) loaders make it easy to asynchronously load data in an activity or fragment.
 - c) loaders does not make it easy to asynchronously load data in an activity or fragment.
 - d) loaders makes it easy to synchronously load data to an application.
4. You can shut down an activity by calling its _____ method.
5. The Emulator is identical to running a real phone EXCEPT when emulating/simulating what?
 - a) Telephony
 - b) Applications
 - c) Sensors
 - d) The emulator can emulate/simulate all aspects of a smart phone.
6. Creating a UI (User Interface) in Android requires careful use of _____.
7. If you want share the data across the all applications, you should go for?
 - a) Shared Preferences
 - b) Content provider
 - c) Internal Storage
 - d) SQLite Databases
8. _____ and _____ are return types of start Activity For Result() in android?
9. What is JSON in android?
 - a) Java Script Object Native
 - b) Java Script Oriented Notation
 - c) Java Script Object Notation
 - d) Java Script Online Notation

10. A _____ is a standard for exchanging information between different types of applications irrespective of language and platform.

PART B (10 x 2 = 20 Marks)
(Answer not more than 40 words)

11. List the building blocks for all your Android applications.
12. Brief about resources in android.
13. What is the purpose of handler class?
14. List the two important steps to make Broadcast Receiver works for the system broadcasted intents.
15. Discuss about Android Notification.
16. Explain the various SQLite transactions.
17. What are the main components that comprise a typical Android debugging environment?
18. List the types of black box testing.
19. How to use web service in android?
20. How to change application name after its deployment?

PART C (5 x 14 = 70 Marks)
(Answer not more than 400 words)

Q.No. 21 is Compulsory

21. Write an android application program that provides the user to see a list of items and can scroll through them.

22. (a) Explain in detail about android services life cycle with a neat diagram and write the skeleton code for the same.

(OR)

(b) Describe about how SQLite database stores data to a text file on a device. Explain with an android application.

23. (a) Discuss in detail with an example about custom views and canvas in android.

(OR)

(b) Write an android application program to play the audio files.

24. (a) Explain about white box testing in android with an example.

(OR)

(b) Write short notes on i) Debugging Mobile apps ii) JUnit in android.

25. (a) How to create a restful web service application in android to authenticate or save information into the external database such as oracle, mysql, postgre sql, sql server using other application developed in java, .net, php and other languages.

(OR)

- (b) Explain in detail about Versioning, signing and packaging mobile apps.
