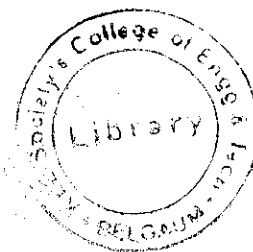


CBBCS SCHEME



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15CS661

Sixth Semester B.E. Degree Examination, June/July 2018 Mobile Application Development

Time: 3 hrs.

Max. Marks: 80

Note: Answer any FIVE full questions, choosing one full question from each module.

Module-1

- 1 a. What is Android? Discuss why to develop apps for android and list atleast 4 latest android versions with their names and supported API levels. (06 Marks)
- b. Explain with a neat diagram the android development architecture. (06 Marks)
- c. Justify the need for AndroidManifest.xml and write the basic structure for the same. (04 Marks)

OR

- 2 a. Discuss views in android and list the predefined views in android system. (06 Marks)
- b. Elaborate on the resource file in android system (contents of res directory). (06 Marks)
- c. Write Xml program to create an activity with Linear Layout and vertical orientation with the following views/UI elements in it. (04 Marks)
 - (i) 2 Text views : One to display Login ID and other to display password.
 - (ii) 2 Edit Text : One to accept login ID and other to accept password.
 - (iii) 2 Buttons : One for login with Onclick attribute and other to cancel.

Module-2

- 3 a. Define intent. Discuss types of intents and explain in detail how to pass data between activities with intent. (06 Marks)
- b. With neat diagram explain the activity life cycle and life cycle callback methods. (06 Marks)
- c. Demonstrate with an example program how to start an activity for getting results using intents. (04 Marks)

OR

- 4 a. Differentiate between option menu and contextual menu. Explain how to create option menu with necessary call back methods using an example program. (06 Marks)
- b. List and explain the steps involved in creating contextual action bar menu. (06 Marks)
- c. Explain how to share data in your app with social networks and other apps using ShareCompat.IntentBuilder. (04 Marks)

Module-3

- 5 a. Judge with suitable reasoning why it is important to process some tasks in the background or off the UI thread. (06 Marks)
- b. Discuss the use of AsyncTask to create background processing with necessary call back methods. (06 Marks)
- c. Discuss the limitations of AsyncTask. (04 Marks)

OR

- 6 a. What are broadcast receivers? Explain how to create broadcast receiver with an example program. (06 Marks)
b. Describe how to do static and dynamic registration of custom broadcast. (06 Marks)
c. Distinguish between started services and bounded services. (04 Marks)

Module-4

- 7 a. Design and develop a simple app which stores the key-value pair using shared preferences [.xml and .java files has to be written]. (06 Marks)
b. Explain processing of cursors in SQLiteDatabase with an example program segment. (06 Marks)
c. List and explain the call back methods of SQLiteOpenHelper class. (04 Marks)

OR

- 8 a. Explain the relationship between content provider and content resolver with a neat diagram. (06 Marks)
b. List the components/items required to implement content provider. (06 Marks)
c. Suggest the required permission in AndroidManifest.xml to make content provider visible and available to other apps. (04 Marks)

Module-5

- 9 a. Discuss android permission with example. (06 Marks)
b. Explain how to monitor the performance of running app. (06 Marks)
c. Explain how to make app secure user data safely. (04 Marks)

OR

- 10 a. Discuss Google Firebase database and its structure. (06 Marks)
b. Explain Google firebase push notifications. (06 Marks)
c. Explain how to generate the signed APK for release. (04 Marks)

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