Lib 08/05/19 Morning

Roll No. ☐☐☐☐☐☐☐☐☐☐☐

S. No. of Question Paper : **2305**

Unique Paper Code : **42343601**　　　　　　**IC**

Name of the Paper : **Android Programming-SEC**

Name of the Course : **B.Sc. (P) (Physical Science/**

Mathematical Science)

Semester : **VI**

Duration : **2 Hours**　　　　　　Maximum Marks : **25**

(Write your Roll No. on the top immediately on receipt of this question paper.)

Section A is compulsory.

Attempt any *three* questions from Section B.

Parts of a question must be answered together.

Section A

(Compulsory)

1.　(*a*)　Name the layout used in xml file for setting screen layout

　　　for handling vertical and horizontal scrolling.　　1

　(*b*)　Name the android class used for starting new activity.　1

(c)　Write down the usage of @ and + in **id** names while building Android application.　　2

(d)　Write *two* ways used for generating flexible layout that can adapt to different screen sizes.　　2

(e)　How does android control the execution of multiple applications on the device ?　　2

(f)　Write *one* use of the emulator.

Also write the command used for installing new application to the emulator or any connected device.　　1+1

Section B

(Attempt any *three* questions)

2.　Differentiate between Explicit and Implicit Intents. Draw a flow diagram showing handling of implicit intent by the Android system.　　3+2

3.　How does an activity know about change in the state of the application? Write down any *three* reasons for implementing callback methods for activities.　　1+4

4.　Make a simple android application to accept name of the person and his willingness to participate in a survey (Yes/No). Use appropriate user interface/controls required for designing the application. Write statements to set size, font colour and font type of the text.　　5

5.　Name the class used for handling database in Android application. Write the code for the following :

(a)　Create a table with any two attributes

(b)　Populate data into the table by passing Content Values object.　　1+2+2

6.　Describe the following :

(a)　Interface (in Java)

(b)　Option and Context Menu.　　2+3