Time: Three hours

Maximum: 75 marks

PART A — $(10 \times 2 = 20 \text{ marks})$

Answer any TEN questions.

- 1. Define: "Android".
- 2. How will you debugging your application?
- 3. Write a note on device platforms.
- 4. How will you display a progress dialog?
- 5. State the purpose of intent object.
- 6. What is table layout?
- 7. Mention the uses of Image Switcher.
- 8. What are the differences between the options menu and context menu?
- 9. Show the displaying the zoom control.
- 10. Comment on content provider.
- 11. Write down the accessing web services using GET method.
- 12. Define the term "Text Content".

PART B — $(5 \times 5 = 25 \text{ marks})$

Answer any FIVE questions.

- 13. How will you launching your first android application? Explain.
- 14. Explain the mobile application front-end.
- 15. What are the steps to display a dialog window? Give example.
- 16. Summarize the adapting to display orientation.
- 17. Elaborate the use of list views to display long lists.
- 18. Point out the sending SMS messages programmatically.
- 19. Describe the performing repeated tasks in a service.

PART C —
$$(3 \times 10 = 30 \text{ marks})$$

Answer any THREE questions.

- 20. Illustrate the mobile application development lifecycle with diagram.
- 21. How will you returning results from Intent? Explain.

- 22. Outline the steps to create a DB Adapter helper class.
- 23. How will you getting location data? Explain.
- 24. Determine the implementation of consuming JSON services.