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(CBCSS—UG)

B.C.A.

BCA 6B 11—ANDROID PROGRAMMING

(2019 Admissions)

Time: Two Hours Maximum: 60 Marks

Section A

Answer at least eight questions. Each question carries 3 marks. All questions can be attended. Overall Ceiling 24.

- 1. What is ADT stands for?
- 2. What is the purpose of AndroidManifest.xml?
- 3. What are the different types of layout managers?
- 4. What is AVD and Emulator?
- 5. Why do we need fragments in Android?
- 6. How does toast work in android?
- 7. What is base class of Android database?
- 8. What are the uses of spinner control in android?
- 9. What is Intent in Android?
- 10. What are Android Java packages?
- 11. Name the different types of UI controls available in Android?
- 12. What are the elements of Android software stack?

 $(8 \times 3 = 24 \text{ marks})$

Turn over

 $\mathbf{2}$

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Section B

Answer at least **five** questions.

Each question carries 5 marks.

All questions can be attended.

Overall Ceiling 25.

- 13. Define the structure of Android application.
- 14. Explain cursor in Android SQLite with example.
- 15. How to Create and Add Data to SQLite Database in Android?
- 16. Explain the Activity life cycle in Android.
- 17. Briefly explain the working of intent in android with example.
- 18. Explain persist file in Android in detail.
- 19. Explain the life cycle of fragment in Android.

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

Section C

Answer any **one** question.

The question carries 11 marks.

- 20. Write short note on any five Android menus.
- 21. Explain the database manipulation using SQLLite?

 $(1 \times 11 = 11 \text{ marks})$