



**SIDDHARTH INSTITUTE OF ENGINEERING & TECHNOLOGY:: PUTTUR
(AUTONOMOUS)**

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QUESTION BANK (DESCRIPTIVE)

Subject with Code: MOBILE APPLICATION DEVELOPMENT(20CS1202)

Course & Branch: B.Tech – CCC

Regulation: R20

Year & Sem: III-B.Tech & I-Sem

**UNIT –I
Introduction to Android**

1	a	Define Android. Create a android application to display “Hello World”.	[L1,CO1]	[6M]
	b	Define MAD. Explain mobile devices with its pros and cons	[L1,CO1]	[6M]
2		Briefly explain versions of Android and the features of Android.	[L2,CO1]	[12M]
3		Illustrate Android Architecture with neat sketch.	[L1,CO1]	[12M]
4		Briefly explain about mobile technologies.	[L2,CO1]	[12M]
5		Define layout? Explain the types of layouts with example.	[L1,CO1]	[12M]
6		Define Event handling. Explain the Event handling management	[L1,CO1]	[12M]
7	a	What is AVD? Explain AVD in android with pros and cons.	[L1,CO1]	[6M]
	b	What is manifest? Write application of manifest.	[L1,CO1]	[6M]
8	a	Explain UI widgets in android.	[L1,CO1]	[6M]
	b	Explain Dalvik Virtual Machine.	[L1,CO1]	[6M]
9		Explain Eclipse and steps to install eclipse IDE Explain with pros and cons.	[L1,CO1]	[12M]
10		Describe the life cycle of an Android activity with neat sketch?	[L3,CO1]	[12M]

UNIT –II
UNDERSTANDING THE COMPONENTS OF A SCREEN

1		Discuss screen adapting to display orientation.	[L1,CO1]	[12M]
2	a	Explain the following layouts Relative Layout	[L2,CO2]	[6M]
	b	Explain the following layouts Frame Layout.	[L2,CO2]	[6M]
3		Explain in detail Pictures and menus with an example.	[L2,CO2]	[12M]
4		Discuss in detail action bar with example program.	[L3,CO2]	[12M]
5		Briefly explain the basic views with Example?	[L2,CO2]	[12M]
6	a	Explain the Following Time Picker	[L3,CO2]	[6M]
	b	Explain the Following Date Picker	[L3,CO2]	[6M]
7		Explain Image Views to display pictures in Android Mobile.	[L1,CO2]	[12M]
8	a	Explain the following List View	[L3,CO2]	[6M]
	b	Explain the following Image View	[L3,CO2]	[6M]
9		What is Text View? Explain the following attributes of Text view	[L1,CO2]	[12M]
10		Explain a)Progress Bar b) Spinner	[L2,CO2]	[12M]

UNIT –III
DATA PERSISTENCE AND CONTENT PROVIDERS

1	How to Save Data using the Shared Preferences Object .Explain?	[L1,CO1]	[12M]
2	Write a code to store online in file which resides in sd-card?	[L3,CO4]	[12M]
3	Create a simple registration form using Edit Text, Radio Button, and store the user value in Shared Preference.	[L3,CO2]	[12M]
4	Demonstrate use of Toggle Button class with example. Play Music on toggle on and music off on toggle off.	[L4,CO2]	[12M]
5	Define SQLite database? How to provide database connection using SQLite database.	[L1,CO1]	[12M]
6	Write an android application for login & registration using SQLite database connectivity.	[L3,CO4]	[12M]
7	How to Create and Add Data to SQLite Database in Android?	[L1,CO2]	[12M]
8	What is Content Provider? What are the Operations supported by a Content Provider?	[L1,CO1]	[12M]
9	How will you Implement Two Text View are added in the activity, one for heading and one to display the stored data in a content provider	[L2,CO2]	[12M]
10	How to Store and Retrieve all contacts from the Table Using Database Programmatically. Explain	[L1,CO2]	[12M]

UNIT –IV
MESSAGING AND DEVELOPING AND PUBLISHING ANDROID APPLICATIONS

1	a	Define i) Broadcast Receiver ii)SMS	[L3,CO2]	[6M]
	b	What is the purpose of the Image Switcher?	[L3,CO2]	[6M]
2		How can we send SMS messages in your Android application.	[L1,CO1]	[12M]
3		Name the permissions you need to declare in your AndroidManifest.xml file for sending And receiving SMS messages.	[L1,CO1]	[12M]
4		How do you notify an activity from a Broadcast Receiver?	[L1,CO1]	[12M]
5		Write a code for Sending E-Mail in Android?	[L3,CO4]	[12M]
6		Create a Simple Own Service to start and stop the service in Android?	[L3,CO2]	[12M]
7		Explain in detail about Timer Class in Android?	[L1,CO1]	[12M]
8		How to prepare your application for deployment?	[L1,CO1]	[12M]
9		Exporting your application as an APK file and signing it with a new Certificate. Explain?	[L4,CO4]	[12M]
10		How to Publishing your application on the Android Market. Explain?	[L1,CO2]	[12M]

UNIT –V
Windows Mobile App Development

1	Illustrates the lifecycle of a Windows Phone application	[L1,CO2]	[12M]
2	Explain the UI Design Guidelines for Windows Phone 8	[L1,CO1]	[12M]
3	How the data access storage is worked with files and folders in web development	[L1,CO1]	[12M]
4	Explain Windows Phone events in detail.	[L1,CO1]	[12M]
5	Discuss the Sockets support and its communication for Windows Phone 8	[L3,CO4]	[12M]
6	What is Silverlight? Explain its versions and features.	[L3,CO2]	[12M]
7	How the multitask scheduling can be done using Background agent and classify the agents level.	[L1,CO1]	[12M]
8	Explain about push notification.	[L1,CO1]	[12M]
9	Design and Illustrate the display of maps with landmarks and location.	[L4,CO4]	[12M]
10	Create a web application using XAML framework.	[L1,CO2]	[12M]

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