

MANIPAL UNIVERSITY
SCHOOL OF INFORMATION SCIENCES

SECOND SEMESTER MASTER OF ENGINEERING – ME (EMBEDDED AND WIRELESS TECHNOLOGY)
 DEGREE EXAMINATION – APRIL / MAY 2016

SUBJECT: EWT 602 - MOBILE OS & APPLICATIONS

4/5/2016

Time: 10.00 – 13.00 Hrs.

Max. Marks: 100

1. A. What is R.java file? How it is used in android. (2 marks)
 B. What is ANDROID MANIFEST FILE. Explain (4 marks)
 C. What is Intent filter? Explain briefly? (4 marks)
2. A. What is an Activity? Explain? (3 marks)
 B. What is an ListActivity? How it is different from normal Activity class. (3 marks)
 C. Give an example of a simple ListView. (4 marks)
3. A. Explain with a neat example for Table Layout. (5 marks)
 B. Explain with a neat example for Grid Layout. (5 marks)
4. A. What is a Webserver? Give example of a Webserver? (2 marks)
 B. With a neat PHP script, explain how data is converted into JSON format. (4 marks)
 C. Briefly explain A. JSONObject B. JSONArray. (2+2=4 marks)
5. A. What is Notifications in Android? (2 marks)
 B. Explain Simple status bar Notifications. (4 marks)
 C. Explain BigPicture type status bar Notifications. (4 marks)
6. A. Explain how TOAST are created in Android. Explain the use case. (2 marks)
 B. Explain how data can be passed between the activity using Intents. (4 marks)
 C. Explain how the result from an Activity is handled in Android. (4 marks)
7. With a neat flow diagram explain the Lifecycle of an Android Unbinded Service. (10 marks)
8. A. Explain briefly Dalvik Virtual Machine. (2 marks)
 B. Explain SQLiteOpenHelper and its methods. (4 marks)
 C. Explain SQLiteDatabase and its methods. (4 marks)
9. A. Explain the concept of RATING BAR with a neat code snippet. (5 marks)
 B. Explain how a SPLASH SCREEN can be created using TIMER. (5 marks)
10. A. Explain DATEPICKER widget with a neat code example. (5 marks)
 B. Explain TIMEPICKER widget with a neat code example. (5 marks)
