



# MANIPAL INSTITUTE OF TECHNOLOGY

MANIPAL  
(A constituent unit of MAHE, Manipal)

**V SEMESTER B.TECH. COMPUTER SCIENCE & ENGG.**  
**MAKEUP EXAMINATIONS, NOV/DEC 2019**  
**SUBJECT : MOBILE APPLICATION DEVELOPMENT(CSE 4027) ELE-I**  
**REVISED CREDIT SYSTEM**  
**DATE: 27-12-2019**

TIME:03 HOURS

MAX.MARKS : 50

**Instructions to Candidates:**

- Answer **ALL** questions.
- Missing data, if any, may be suitably assumed.

- 1A.** Explain physical ecosystem of mobility with a neat diagram. **3M**
- 1B.** Design an Activity for Registration to the App. The Registration should include collecting user name, password, confirm password, phone number, gender. Write the Layout XML file. Also write a function named validate() which will validate whether all fields entered are correct. **4M**
- 1C.** Write the code for an Activity which has a textbox and a button. User will enter a string in the text box and will click the button. On clicking the button display separately the number of each vowel present in the textbox. **3M**
- 2A.** List the types of Services in Android. Draw and explain the Service Life cycle for each type of Service. **4M**
- 2B.** Write the code for an Activity which has names of any 6 States of India. Use Spinner for displaying the states. In the same activity provide a button. Once the user clicks on the button, display the state selected by the user. **3M**
- 2C.** Explain how to perform a task in Android using AsyncTask. Give an example. **3M**
- 3A.** Write all the code for displaying a message “Boot completed” whenever an Android phone is booted. **3M**
- 3B.** Write all the code for displaying a notification with text “The time now is <time>” whenever user clicks on a button. **4M**
- 3C.** Explain Shared Preferences with an example. Write the location of XML file output of a shared preference. **3M**

- 4A.** Explain the following methods of SQLiteDatabase object. **4M**
- i.** query
  - ii.** rawQuery
  - iii.** insert
  - iv.** execSQL
- 4B.** Write the code for drawing a blue smooth circle of radius 30 pixels and a yellow square of size 50 pixels. **3M**
- 4C.** Explain the types of animations in Android. **3M**
- 5A.** List and explain the types of Sensors packaged with an Android phone. **3M**
- 5B.** Explain the types of Testing which can be carried out on an Android App. Write the code for a unit testing. **4M**
- 5C.** Explain the different distribution options for an Android App mentioning the advantages and disadvantages of each option. **3M**