E	nrollm				<u> </u>	
			C.U.SHAH	I UNIVERSITY		
				xamination-2018		
Sı	uhiect l	Name · Moh	oile Apps Developme	nt using Android		
	Ü			Branch: B.Sc.I.T.		
St	ubject (Code: 4CS0	SIANI	Branch: B.Sc.1.1.		
Se	emester	:: 5	Date :19/03/2018	Time: 10:30 To 01:30	Marks: 70	
In	structio	ons:				
		_		any other electronic instrument is pro	hibited.	
				er book are strictly to be obeyed. The necessary at right places.		
			ble data if needed.	necessary) at right places.		
_						
Q-1		Define the	following terms:		(1	4)
	a)	Android				
	b)	GPS				
	c)	Notification	n			
	d) e)	JSON OHA				
	f)	Canvas				
	g)	Intent				
	h)	View				
	i)	ListView c	ontrol			
	j)	SQLite				
	k)	Service				
	l)	SDK				
	m)	Emulator				
A 44	n)	DVM	f 0 24- 0 8			
Attemp	pt any 1	our question	ns from Q-2 to Q-8			
Q-2		-	ll questions	ear as		-\
	a)		indroid architecture wi	ith diagram.	(5	
	b)	-	droid platform.		(5	
	c)	Discuss An	aaroid SDK		(4	ł)
Q-3		Attempt al	ll questions			
	a)		arious features of And		(5	
	b)	-	vice life-cycle with di	_	(5	
	c)	Write stens	to create AVD in ecli	inse	(4	1)

Attempt all questionsa) Discuss Android activity life-cycle with diagram. Q-4

(5)



	b)	Explain Android Manifest file with its attributes.	(5)
	c)	Explain different types of layouts in Android.	(4)
Q-5		Attempt all questions	(14)
	a)	Explain Button control with attributes.	(5)
	b)	Explain CheckBox control with attributes.	(5)
	c)	Write the steps to publish Android app.	(4)
Q-6		Attempt all questions	
	a)	Describe Android network API.	(5)
	b)	Explain, how to create, define and issue a notification.	(5)
	c)	Discuss Mapping of location.	(4)
Q-7		Attempt all questions	
	a)	Describe anatomy of android application.	(5)
	b)	Explain different storage options available in Android.	(5)
	c)	Explain, how to read data from internal storage	(4)
Q-8		Attempt all questions	
	a)	Write a program to enter five subjects mark and calculate the total and percentage.	(5)
	b)	Write a program to check whether entered no is even or odd.	(5)
	c)	Write a program to toast a simple message on button's click event	(4)

