

**STELLA MARIS COLLEGE (AUTONOMOUS) CHENNAI - 600 086**  
**(For candidates admitted during the academic year 2019 – 2020 and thereafter)**  
**SUBJECT CODE: 19CS/ME/MA45**

**B. C. A. DEGREE EXAMINATION, APRIL 2023**  
**SIXTH SEMESTER**

**COURSE : MAJOR ELECTIVE**  
**PAPER : MOBILE APP DEVELOPMENT FOR ANDROID**  
**TIME : 1 ½ HOURS**

**MAX. MARKS : 50**

**SECTION A**

**ANSWER ALL QUESTIONS:**

**(10 X 1 = 10)**

**Choose the best answer:**

1. The virtual machine used in android operating system is \_\_\_\_\_.
  - a. Java Virtual Machine
  - b. Dalvik Virtual Machine
  - c. Kernel based Virtual Machine
  - d. VMware
2. An Activity in android is \_\_\_\_\_.
  - a. Single screen in an application supporting Java Code
  - b. Layout in an application
  - c. Manifest in an application for configuration
  - d. Content Provider to sharedata
3. The built in database for Android application is \_\_\_\_\_.
  - a. SQL Server
  - b. Oracle
  - c. SQLite
  - d. MySQL
4. \_\_\_\_\_ is the dialog class in Android.
  - a. ProgressDialog
  - b. AlertDialog
  - c. DatePickerDialog
  - d. All of the above
5. The AddSpeech () method defines \_\_\_\_\_.
  - a. The Speak Method
  - b. The Speaking Language
  - c. The mapping between string of text and sound file
  - d. The speech rate

**Fill in the blanks:**

6. APK stands for \_\_\_\_\_.
7. \_\_\_\_\_ can be added or removed while the activity is running.
8. A Database can be created by calling the method \_\_\_\_\_.
9. A Collection of styles and themes available in \_\_\_\_\_ class.
10. Language can be set by calling \_\_\_\_\_ method in Text to Speech.

**SECTION B**

**ANSWER ALL THE QUESTIONS:**

**(5 X 2 = 10)**

11. Compare the features of Android OS and IOS.
12. What is Event Listener? Give an Example.
13. Why do we use shared preferences in an Android application?
14. Write any one way to send SMS using Android.
15. Define: Geocoding.

**SECTION C**

**ANSWER ANY SIX OF THE FOLLOWING QUESTIONS:**

**(6 X 5 = 30)**

16. Explain the Architecture of Android.
17. Write short notes on anatomy of an Android Application.
18. Discuss the lifecycle of an Android Activity with neat figure.
19. Illustrate any two layouts with suitable diagrams.
20. Enumerate and Explain SQLite Queries.
21. Discuss the types of Dialogs and their significance.
22. What is Location Provider? Explain its usage in Android with suitable example.
23. Create the basic code snippet to demonstrate Speech recognition in Android.