17CS661

Note: Answer any FIVE full questions, choosing ONE full question from each module.

Module-1

1   a.   What is Android? List various reasons and challenges in developing app in android.
(10 Marks)

b.   Explain the development process of android app, with a neat diagram. Also explain the importance of manifest and gradle files. **(10 Marks)**

OR

2   a.   What are Intents? Explain intent types and key fields of intents. **(10 Marks)**

b.   Explain in detail activity lifecycle and their callback methods with a neat diagram. **(10 Marks)**

Module-2

3   a.   What are the different input controls available for making choices in android? Explain in detail. **(10 Marks)**

b.   What are dialogs and pickers? Explain their types in detail. **(10 Marks)**

OR

4   a.   What are Menus? Explain their types. Also explain the different functional area of an app bar. **(10 Marks)**

b.   What is a Recycler View? With a neat diagram, explain components of a Recycler View. **(10 Marks)**

Module-3

5   a.   What is AsyncTask? With a neat diagram, explain the AsyncTask execution process steps. List the limitations of AsyncTask. **(10 Marks)**

b.   Explain in detail steps to be taken to make internet connection in an android app. Also, explain security best practices for network operations. **(10 Marks)**

OR

6   a.   What are broadcast intents? How they are different from implicit intents? Explain types of broadcast intents. **(10 Marks)**

b.   What is a service? Explain service lifecycle with call back methods. Also compare bound and unbound service. **(10 Marks)**

Module-4

7   a.   Explain different storage options provided by Android. List similarities and difference between shared preferences and saved instance state. **(10 Marks)**

b.   What SQLite? Explain data types associated with SQLite databases. List the steps involved in implementing SQLite database. **(10 Marks)**

OR

8 a. With a neat diagram, explain content provider and content resolver. Explain content provider architecture. **(10 Marks)**

   b. What are loaders? List their characteristics. Explain loader architecture with a neat diagram. **(10 Marks)**

Module-5

9 a. List and explain the best practices to be followed for app securities. Also, explain how performance can be improved of an app. **(10 Marks)**

   b. What is Firebase? With an example show how data is stored in firebase real time database. **(10 Marks)**

OR

10 a. What is an APK? What are measures required to do before generating an APK? **(10 Marks)**

   b. Explain the monetization models used to make money from android apps. Also explain how AdMob can be used in monetization of apps **(10 Marks)**

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