

School of Computing Science and Engineering

Bachelor of Technology in Computer Science and Engineering
Semester End Examination - Jun 2024

Duration : 180 Minutes
Max Marks : 100

Sem VI - R1UC608C - Mobile Application Development

General Instructions

Answer to the specific question asked

Draw neat, labelled diagrams wherever necessary

Approved data hand books are allowed subject to verification by the Invigilator

- 1) How do I choose a monetization strategy for my mobile app? K1(2)
- 2) Differentiate between explicit and implicit Intents in Android. K2(4)
- 3) Explain the use of Extensible Markup Language in application development. K2(6)
- 4) Analyse how styles and themes help keep an Android app looking consistent. K3(9)
- 5) Construct and equate GPS-based and network-based location services in the Android ecosystem. K3(9)
- 6) Illustrate the difference between onResume() and onRestart() methods in an Activity. K5(10)
- 7) Examine the features and benefits of android. K4(12)
- 8) Explain how Android does the conversion from density-independent pixels (dp) to pixels (px) and give an example. K5(15)
- 9) Explain the Activity in Android development, and its primary purpose? K5(15)
- 10) Formulate a conceptual design for an Android application aimed at assisting users in tracking their daily water consumption. Include the primary interface and essential functionalities. K6(18)