

Roll No. ....

Total Pages : 3

**311601**

**May 2022**

**BCA - VI SEMESTER**

**Mobile Application Development (BCA-17-306)**

Time : 3 Hours]

[Max. Marks : 75

*Instructions :*

1. *It is compulsory to answer all the questions (1.5 marks each) of Part-A in short.*
2. *Answer any four questions from Part-B in detail.*
3. *Different sub-parts of a question are to be attempted adjacent to each other.*

**PART-A**

1. (a) What role does Dalvik play in Android Development? (1.5)
- (b) What is the importance of having an emulator within the Android environment? (1.5)
- (c) Differentiate Activities from Services. (1.5)
- (d) List some tools for developing mobile apps. (1.5)
- (e) What is LocalBroadcastManager? (1.5)

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- (f) List the Android App Components. (1.5)
- (g) Write a brief note on Option Menu. (1.5)
- (h) Mention the guidelines to create efficient layouts. (1.5)
- (i) List the characteristics of Alarms. (1.5)
- (j) What is the importance of XML based layouts? (1.5)

**PART-B**

- 2. (a) Develop an application that uses Basic UI design, Form widgets. (10)
- (b) What are intents and intent objects? Differentiate between the types of intents with examples. (5)
  
- 3. (a) Describe the significance of SQLite Database and SQLiteOpenHelper in Android. (5)
- (b) Explain the Activity LifeCycle. (10)
  
- 4. Explain the need of Async Task and its call back methods along with the limitations of Async Task. (15)
  
- 5. (a) What is an Adapter? Explain its any two types. (5)
- (b) Define Android. Explain its architecture in detail along with the diagram. (10)

- 6. (a) What task should be carried out to run a simple application? Explain about emulator in detail. (10)
  - (b) Write short notes on :
    - (i) Broadcast Intents.
    - (ii) Broadcast Receivers. (5)
  
  - 7. Develop a native calculator application. (15)
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