# UNIVERSITY OF PETROLEUM AND ENERGY STUDIES

### End Term Examination May 2020

**Programme Name:** B TECH (CSE+IOT&SC) & (CSE+ECOMM,RA)   **Semester** : 6th
**Course Name** : Mobile Applications Development   **Time** : 03 hrs
**Course Code** : CSMC 3001   Max. Marks : 100
**Nos. of page(s)** : 12
**Instructions** : Attempt all questions. All questions are compulsory.

| S. No. | | Marks | CO |
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| Q 1 | Android is a mobile operating system developed by _____, based on the<br><br>A. Google & Linux kernel<br><br>B. IBM & Linux kernel<br><br>C. Google & Windows kernel<br><br>D. IBM & Windows kernel | **1.5** | **CO1** |
| Q 2 | (a) Android is based on open source license<br><br>(b) Android has traditionally competed with other mobile operating systems developed by Apple, Microsoft, Blackberry etc.<br><br>A. Only (a) is correct<br><br>B. Only (b) is correct<br><br>C. Both (a) and (b) are correct<br><br>D. Neither (a) nor (b) is correct | **1.5** | **CO1** |
| Q 3 | Android 1.5 is named as:<br><br>A.  Cupcake<br><br>B. Donut<br><br>C. Éclair<br><br>D. Froyo | **1.5** | **CO1** |
| Q 4 | Who will manage the sharing of data between applications? | **1.5** | **CO1** |

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| | A. Activity Manager<br><br>B. Telephony Manager<br><br>C. Content Provider<br><br>D. Resource Manager | | |
| Q 5 | How many components are used in an Android Application?<br>  A. 4<br><br>  B. 3<br><br>  C. 7<br><br>  D. 8 | **1.5** | **CO1** |
| Q 6 | Which intents do not have a target component name?<br><br>  A. Explicit intents<br><br>  B. Implicit intents<br><br>  C. Extra-Explicit intents<br><br>  D. None of the above | **1.5** | **CO1** |
| Q 7 | All Native and third party applications are developed in the:<br><br>A. Application layer<br><br>B. Application Framework<br><br>C. Android Runtime<br><br>D. Libraries | **1.5** | **CO1** |
| Q 8 | Android Applications can be developed and executed using which platform(s):<br><br>  A. Windows XP or higher versions<br>  B. Linux including GNU C Library 2.7 or higher versions<br><br>  C. Mac OS X 10.5.8 or higher versions<br><br>  D. All Above | **1.5** | **CO1** |
| Q 9 | To develop an Android application, we would require the which software:<br><br>  A. Java Development Kit(JDK) 5 or 6<br><br>  B. Android SDK<br><br>  C. Both a and b<br><br>  D. None of the above | **1.5** | **CO1** |

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| Q 10 | Android applications are created in _____ and are executed by _____ <br><br> A. Java & Dalvik VM <br><br> B. C & Dalvik VM <br><br> C. Python & Dalvik VM <br><br> D. None of the above | **1.5** | **CO1** |
| Q 11 | (a) Android Application is made up of many activities. <br><br> (b) An Activity represents a single user screen within the application. <br><br> A. Only (a) is correct <br><br> B. Only (b) is correct <br><br> C. Both (a) & (b) are correct <br><br> D. None of the above | **2** | **CO1** |
| Q 12 | The activity methods which are used mainly are: <br><br>     A. onCreate() & onStart() <br><br>     B. onPause() & onDestroy() <br>     C. Both (a) & (b) are correct <br><br>     C. D. None of the above | **2** | **CO1** |
| Q 13 | Which one is not belonged to UI controls provided by Android? <br><br>     A. Edit Text <br><br>     B. Image <br><br>     C. Comment <br><br>     D. Timepicker <br><br> How many ways are there to define and instantiate a Drawable? <br><br>     A. 2 <br><br>     B. 3 | **2** <br><br> **2** | **CO1** <br><br> **CO1** |

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| | C. 7 | | |
| | D. 5 | | |
| Q 15 | How many generalized densities are grouped by Android?<br><br>    A. 4<br><br>    B. 8<br><br>    C. 7<br><br>    D. 6 | 2 | CO1 |
| Q 16 | A field that can be edited by the user to enter some text is:<br><br>A. Text Field<br><br>B. Spinner<br><br>C. Label<br><br>D. Radio Button | 1.5 | CO2 |
| Q 17 | A field that can be Used to Display Text is:<br><br>A. Text Field<br><br>B. Spinner<br><br>C. Label<br><br>D. Radio Button | 1.5 | CO2 |
| Q 18 | _____ displays a dialog where the user can select one value from a group using the up and down arrow buttons.<br><br>A. Radio Button<br><br>B. Spinner<br><br>C. Label<br><br>D. Pickers | 1.5 | CO2 |
| Q 19 | _____ is a small window that pops out in user's screen in the middle of an action.<br><br>A. Dialog<br><br>B. Menu<br><br>C. Layout | 1.5 | CO2 |

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| | D. None of the above | | |
| Q 20 | _____ is used to specify the look and feel of an android view component or an android window. <br><br> A. Dialog <br><br> B. Menu <br><br> C. Layout <br><br> D. Style | **1.5** | **CO2** |
| Q 21 | _____ Specifies resources for high-density screens of approximately 240 dpi. <br><br> A. ldpi <br> B. mdpi <br> C. hdpi <br> D. xhdpi | **1.5** | **CO2** |
| Q 22 | _____ Specifies resources for high-density screens of approximately 120 dpi. <br><br> A. ldpi <br> B. mdpi <br> C. hdpi <br> D. xhdpi | **1.5** | **CO2** |
| Q 23 | _____ Specifies resources for all type of densities. Resources of this category are denstiy-independentand are not scaled by the android system for any type of screen-density. <br><br> A. ldpi <br> B. mdpi <br> C. nodpi <br> D. xhdpi | **1.5** | **CO2** |
| Q 24 | Density falls into one of the following four categories: <br><br> A. dpi - depicts low density & mdpi – depicts medium density <br><br> B. hdpi – depicts high density & xhdpi – depicts extra high <br><br> C. Both (a) & (b) <br><br> D. None of the above | **1.5** | **CO2** |

| Q 25 | Which out of the following is a discouraged file type for adding graphics to the application by referencing an image file from the project resources:<br><br>A. PNG<br>B. JPG<br>C. GIF<br>D. None of the above | 1.5 | CO2 |
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| Q 26 | Which out of the following is a acceptable file type for adding graphics to the application by referencing an image file from the project resources:<br><br>A. PNG<br>B. JPG<br>C. GIF<br>D. None of the above | 2 | CO2 |
| Q 27 | Which out of the following is a preferred file type for adding graphics to the application by referencing an image file from the project resources:<br><br>A. PNG<br>B. JPG<br>C. GIF<br>D. None of the above | 2 | CO2 |
| Q 28 | The _____ attribute in the <style> tag is used to inherit the style properties of its parent.<br><br>A. Parent<br>B. Child<br>C. Both (a) & (b)<br>D. None of the above | 2 | CO2 |
| Q 29 | The progress range of Progress Dialog is from:<br><br>A. 0 to10000<br>B. 0 to1000<br>C. 0 to100<br>D. 0 to10 | 2 | CO2 |
| Q 30 | Which type of action buttons are available for alert dialog:<br><br>A. Positive<br>B. Negative<br>C. Neutral | 2 | CO2 |

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| | D.  All Above | | |
| Q 31 | Alert Dialogs comprises which region:<br><br>A.  Title<br>B.  Content area<br>C.  Action buttons<br>D.  All Above | **1.5** | **CO3** |
| Q 32 | _____ are generally used to prompt the user to take an action/decision or enter certain information.<br><br>A.  Dialogs<br>B.  Menu<br>C.  Layout<br>D.  None of the above | **1.5** | **CO3** |
| Q 33 | A _____can prompt the user with an 'attachment failed' message, when the user tries to attach a resource with size that exceeds the attachment limit of the application.<br><br>A.  mail application<br>B.  Dialogs<br>C.  Menu<br>D.  Layout | **1.5** | **CO3** |
| Q 34 | Item can be added on the options menu using:<br><br>A.  an Activity<br>B.  a Fragment.<br>C.  A Or (B)<br>D.  None of the above | **1.5** | **CO3** |
| Q 35 | When more than ____ menu items are available, the rest  of the items will be placed under an overflow menu which can be viewed by clicking *more*.<br><br>A.  6<br>B.  5<br>C.  7<br>D.  8 | **1.5** | **CO3** |

| Q 36 | (a) Android Apps run on many devices that support different screen sizes.<br><br>(b) Android Apps run on many devices that support different densities.<br><br>    A. Only (a) is correct<br>    B. Only (b) is correct<br>    C. Both (a) & (b) are correct<br>    D. Neither (a) nor (b) is correct | 1.5 | CO3 |
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| Q 37 | Apart from the android system, the android application should ensure to _____ itself for different screen sizes and densities based on the device it's being installed.<br><br>    A. Optimize<br>    B. Maximize<br>    C. Minimize<br>    D. None of the above | 1.5 | CO3 |
| Q 38 | Land Orientation represents _____.<br>    A. Wide aspect ratio<br>    B. All aspect ratio<br>    C. All above<br>    D. None of the above | 1.5 | CO3 |
| Q 39 | Port Orientation represents _____.<br>    A. Wide aspect ratio<br>    B. All aspect ratio<br>    C. All above<br>    D. None of the above | 1.5 | CO3 |
| Q 40 | _____ specifies resources for screens that has taller or wider aspect ratio than that of the baseline screen configuration.<br><br>    A. Land orientation<br>    B. Port orientation<br>    C. Long aspect ration<br>    D. Not Long aspect ration | 1.5 | CO3 |
| Q 41 | _____ specifies resources for screens whose aspect ratio is same as the baseline screen configuration.<br><br>    A. Land orientation<br>    B. Port orientation<br>    C. Long aspect ration<br>    D. Not Long aspect ration | 2 | CO3 |

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| Q 42 | Relative size for *hdpi* bitmap density is:<br><br>A. 0.5x<br>B. 0.75x<br>C. 1.5x<br>D. 2x | **2** | **CO3** |
| Q 43 | Relative size for *mdpi* bitmap density is:<br><br>A. baseline<br>B. 0.75x<br>C. 1.5x<br>D. 2x | **2** | **CO3** |
| Q 44 | The play, pause, stop, skip and previous media controls are available on normal handsets and wireless handsets. When the user presses any one of the hardware keys, the android system broadcasts an intent which is associated with the _____ action.<br><br>A. BUTTON_ACTION_MEDIA<br>B. ACTION__BUTTON_ MEDIA<br>C. MEDIA_BUTTON_ ACTION<br>D. ACTION_MEDIA_BUTTON | **2** | **CO3** |
| Q 45 | By which state New MediaPlayer object is created?<br><br>A. Paused State<br>B. Idle State<br>C. Started State<br>D. Prepared State | **2** | |
| Q 46 | Network protocols supported by android for audio and video playback are:<br>A. RTSP (RTP,SDP)<br>B. HTTP/HTTPS progressive streaming<br>C. HTTP/HTTPS live streaming<br>D. All above | **1.5** | **CO4** |
| Q 47 | Which is not the widely used Media Formats:<br>A. FLAC<br>B. PNG<br>C. MIDI<br>D. Vorbis | **1.5** | **CO4** |

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| Q 48 | Before including the camera feature within the android app, the following have to be considered:<br>    A.  Camera Requirement and Storage<br>    B.  Quick Picture and Customized Camera<br>    C.  Both (a) & (b)<br>    D.  None of the above | 1.5 | CO4 |
| Q 49 | The applications volume can be controlled using the hardware or the software controls of the:<br>    A.  Android device<br>    B.  Bluetooth headset<br>    C.  using the headphones<br>    D.  All above | 1.5 | CO4 |
| Q 50 | Camera Intent is invoked by:<br>    A.  an audio<br>    B.  video<br>    C.  an audio or video<br>    D.  None of the above | 1.5 | CO4 |
| Q 51 | (i) Information Widgets generally display crucial information that are important to the user<br>(ii) Information Widgets generally track how the information changes over time.<br>(iii)    Example of Information Widgets could be Weather/Clock Widgets.<br>A.    Only (i) is correct<br>B.    Only (ii) is correct<br>C.    Only (iii) is correct<br>D.    All are correct | 1.5 | CO4 |
| Q 52 | (i) Collection Widgets helps in Browsing the Collection of elements<br>(ii) Collection Widgets opens a detailed view of an element when the user touches the element in the collection<br><br>    A.  Only (i) is correct<br>    B.  Only (ii) is correct<br>    C.  Both (i) and (ii) are correct<br>    D.  None of the above | 1.5 | CO4 |
| Q 53 | Widgets can have which gesture?<br>    A.  Touch<br>    B.  Vertical Swipe<br>    C.  Both Touch & Vertical Swipe | 1.5 | CO4 |

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| | D. None of the above | | | |
| Q 54 | Resizing a Widget allows the users to:<br><br>A. Modify the height and width of a widget with no constraints placed on the home panel placement grid<br><br>B. Modify the height and width of a widget within the constraints placed on the home panel placement grid<br><br>C. Modify the height of a widget with no constraints placed on the home panel placement grid<br><br>D. Modify the width of a widget within the constraints placed on the home panel placement grid | **1.5** | **CO4** |
| Q 55 | Android AlarmManager service:<br>(a) Helps to manage resources efficiently<br>(b) Has a higher frequency of updates<br><br>A. Only (i) is correct<br>B. Only (ii) is correct<br>C. Both (i) and (ii) are correct<br>D. None of the above | **1.5** | **CO4** |
| Q 56 | _____ called the first time an instance of a widget is added to the user's homescreen<br><br>A. onEnabled()<br>B. onDisabled()<br>C. onUpdate()<br>D. onDeleted() | **2** | **CO4** |
| Q 57 | _____ Called once the last instance of the widget is removed from the user's homescreen<br><br>A. onEnabled()<br>B. onDisabled()<br>C. onUpdate()<br>D. onDeleted() | **2** | **CO4** |

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| Q 58 | Positioning of the Toast message can be done using:<br>  A. the setGravity() method<br>  B. X-Position offset<br>  C. Y-Position offset<br>  D. None of the above | 2 | **CO4** |
| Q 59 | Positioning of the Toast message accepts which parameter?<br>  A. Gravity Constant<br>  B. X-Position offset<br>  C. Y-Position offset<br>  D. All Above | 2 | **CO4** |
| Q 60 | Notification is an information or message that is  displayed to the user:<br><br>  A. Outside the application's  normal UI<br>  B. Inside the application's  normal UI<br>  C. Both Inside and Outside the application's  normal UI<br>  D. None of the above | 2 | **CO4** |