BT-8/D-22   **48154**

MOBILE APPS DEVELOPMENT
Paper : CSE-404-N

Time : Three Hours]   [Maximum Marks : 75

Note : Attempt *five* questions in all, selecting at least *one* question from each unit. All questions carry equal marks.

UNIT–I

1. (a) Explain architecture, IDE and installation steps of android in detail.   (7.5)

    (b) Explain working and need of emulator in android using suitable examples.   (7.5)

2. (a) Differentiate between context menu and option menu using suitable examples.   (7.5)

    (b) Explain the working of Absolute and Relative layouts using suitable examples.   (7.5)

UNIT–II

3. What are activity life-cycle? Explain lifecycle phases and methods in detail using suitable examples.   (15)

4. (a) How intents and broadcast receivers can be created and used in android? Explain.   (7.5)

(b) What is a thread? How concurrency is handled in android? Explain in detail using suitable examples. (7.5)

UNIT–III

5. (a) How can you use location manager, providers and listeners in android? Explain. (7.5)

(b) How can you store and retrieve data from SQLite in android? Explain using suitable examples. (7.5)

6. (a) How media is managed in android? Explain using suitable examples. (7.5)

(b) What is a canvas class in android? Explain various use of canvas class using suitable examples. (7.5)

UNIT–IV

7. (a) What is Junit? How this is used in testing? Explain using suitable examples. (7.5)

(b) How the test automation of mobile apps can be handled in android? Explain. (7.5)

8. (a) How can you debug Mobile Apps? Explain in detail. (7.5)

(b) Differentiate between black-box and white-box testing w.r.t. android app development. (7.5)