**6.** Give the necessary code snippets that need to be incorporated to send or to receive broadcast messages. 5

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28/11/18

[This question paper contains 4 printed pages]

**Your Roll No.** : ........................

**Sl. No. of Q. Paper** : **482**          I

Unique Paper Code : 32343305

Name of the Course : **B.Sc.(Hons.) Computer Science : SEC**

Name of the Paper : Android Programming

Semester : III

***Time : 2 Hours***          ***Maximum Marks : 25***

**Instructions for Candidates :**

(a) Write your Roll No. on the top immediately on receipt of this question paper.

(b) **Section-A** is compulsory.

(c) Attempt any **three** questions from **Section-B.**

### Section - A

**1.** (a) Why JAVA is considered to be platform independent ? 1

P.T.O.

(b) Describe the requirement of Kernel layer in Android architecture. 2

(c) Write code snippet to handle click event on a button named "ButtonA" in an activity.

2

(d) Explain the following terms : 2

(i) SDK manager

(ii) Android emulator

(e) Write down a query( ) method to get the name, rollno, and course for the student with name "Andy" from table named StudentInfo. Assume 'db' is an object of SQLite Database class. 3

## Section - B

**2.** (a) Describe the linear layout in android.

2

(b) Differentiate between function overloading and function overriding in JAVA with an example. 3

**3.** Describe SQLite database. Write the code for adding and removing data from SQLite database.

5

**4.** (a) What are ART and DVM ? Explain.

3

(b) Suppose there are two activities : Activity A and Activity B. Acitivity A calls Activity B when user presses a button. Then user presses back button twice. Write down the status of activity stack (assume stack is empty) and the change in the states of Activity A and Activity B using lifecycle methods. 3

**5.** (a) Write any **three** components of android.

2

(b) Explain the following classes 3

(i) Check Box

(ii) Image View