

Reg. No

Name

24U530

B.C.A. DEGREE END SEMESTER EXAMINATION - OCTOBER 2024

SEMESTER 5 : MOBILE APPLICATIONS AND CLOUD TECHNOLOGY

COURSE : 19U5CRBCA16 : ADVANCED ANDROID

(For Regular 2022 Admission and Supplementary 2021/ 2020 / 2019 Admissions)

Time : Three Hours

Max. Marks: 75

PART A

Answer All (1 mark each)

1. Discuss about bounded service.
2. List out the callbacks for UI rendering in web view.
3. List the class is used to create array using java library for JSON.
4. List out the animation type performs transitions such as rotating, fading, moving and stretching on a graphics?
5. Explain about how to create a thread.
6. List the method in Web View provides zoom controls for view.
7. Describe about user interface optimization.
8. Describe the two levels of security for protected APIs.
9. How to stop a service in Android?
10. Describe the use of clearTaskOnLaunch attribute of the Activity.

(1 x 10 = 10)

PART B

Answer any 8 (2 marks each)

11. Explain the role of open GL API for Android graphics.
12. Explain the significance of SOAP Fault.
13. Define SOAP Envelope.
14. Explain about the built in security in Android.
15. Explain about Protected API permissions.
16. Describe about Thread Looper.
17. When a service is started by onStart command , it will return service constants . List the different service constants returned.
18. Describe about the significance of DELETE method in HTTP request.
19. Define the elements of Interpolators.
20. Explain the significance of POST method in HTTP request.

(2 x 8 = 16)

PART C

Answer any 5 (5 marks each)

21. Explain the different types of Animations in Android.
22. Explain about the thread life cycle.
23. Explain steps to create Broadcast Receiver.

24. Explain about the communication protocol available in Android.
25. Explain the methods available in android to provide protection to an app.
26. Explain how to convert the JSON string to JSON object.
27. Explain the components of XML document.

(5 x 5 = 25)

PART D

Answer any 2 (12 marks each)

28. With a suitable example explain the use of threading in Android development.
29. Describe In-App billing. How it can be integrated in your app?
30. Illustrate how to draw with a canvas. Give suitable example.
31. Briefly explain the notification framework with example.

(12 x 2 = 24)