

## Question Bank

**Name of Subject:** Android Programming,

**Course code:** BTETPE604F

**Class:** TY

**Dept.** Electronics and Telecommunication

1. List out methods (states) of Android activity life cycle and explain all
2. Draw and explain Android Architecture in detail?
3. Compare Android and Symbian OS, comment on best OS.
4. Write a code to send data from one activity to another activity using implicit intent.
5. List out various layouts available in Android. Explain anyone in detail.
6. What is Intent? Explain Explicit vs. Implicit intents with Example.
7. Make Application for student's registration of basic details like Name, Enrollment No, Branch, Address and Mobile Number
8. Compare implicit and explicit intents
9. Draw and explain Activity life cycle
10. Describe Shared preference
11. Write short notes on Broadcast Receivers
12. List and explain Android libraries in Android Architecture in detail
13. Describe Android virtual Device and DVM (Dalvik Virtual Machine)
14. List out the names of mobile operating systems explain each in brief?
15. What is the use of Broadcast Receiver? How to add it in Android App?
16. Describe various features of Android
17. List down the Advantage and Disadvantage of SQLite Database.
18. Design a simple Android application Program move one page to another page using Intent (Write JAVA and XML Code)
19. Describe services in Android? Explain foreground, Background and Bond services?
20. Create an android application that will convert distance entered into Kilometers into Meters and Centimeters. (Write XML file and Java file only)
21. Design a simple Android application to display a toast message: "Hello how are you today!!" (Write JAVA and XML Code)
22. Write code to send data from one activity to other activity using Explicit Intent.
23. What is Intent? Explain Explicit vs. Implicit intents
24. Compare implicit and explicit intents
25. Write a Program move one page to another page using Intent.
26. How to manage the different screen sizes and orientations.
27. Describe broadcast receivers? How is it implemented?

28. List down the Advantage and Disadvantage of SQLite Database.
29. Describe Shared preference
30. Explore SMSManager class in an Android
31. Explore Android Telephony with architecture
32. Develop an application to send and receive SMS. (Write ONLY .java and permission tag in manifest file)
33. Describe Bluetooth services in Android
34. Describe Android Network Connectivity Services?
35. Write short notes on AlarmManager
36. What are widgets available in Android? Explain any two widgets with Example
37. Explain audio player activity with .java file
38. Explain video player activity with .java file
39. What is Geocoder? Explain in brief.
40. Explain in brief location based services
41. Explain networking concept in android programming
42. Design a simple Android application to print "Hello World"
43. ( XML & Java code )
44. What is location based services in Android?
45. Explain how changes in phone state are monitored?
46. Explain following files. I. Main activity file II. Manifest file III. String file IV. Layout file
47. What are Android Web Services? How do Web Servers work?
48. Explore Web Services in Android
49. Describe Android Network Connectivity Services
50. Write a program to capture an image using camera and display it.
51. Enlist manifest declarations for playing audio and video.
52. Enlist manifest declarations for playing audio and video.
53. What is service in android? How it is implemented?
54. What is the difference between File, Class, and Activity in android?
55. What are broadcast receivers? How is it implemented?
56. How local Bluetooth devices are controlled in Android?
57. Explain in brief about the important file and folder when you create a new app?
58. What are various Media Player States
59. Draw state diagram for media file.
60. What database is used in Android? How does it differ from client-server database management systems?
61. Explain networking in android?

62. Enlist methods used in MediaRecorder Class.

63. Design a simple Android application for video player activity with .java file