

**MODEL QUESTION PAPERS****B****Model Question Paper - 1**

Time : 2 ½ Hours

Max. Marks : 60

Instructions : Answer All Sections

**Section--A****I. Answer any Four questions. Each question carries Two marks****( 4 X 2 = 8)**

1. What is Mobile Application?
2. What is Android SDK?
3. Define View in Android.
4. What is a WebView in Android?
5. What does "designing by declaration" refer to in Android development?
6. What is a Content Provider in Android?

**Section-B****II. Answer any Four question. Each question carries Five marks****( 4 x 5 = 20)**

7. Explain the Brief History of Mobile Technologies.
8. What are Intent Filters? Explain the components of Intent Filter
9. Explain DatePicker along with its attributes and features. Give an example.
10. How does a ScrollView help in handling different screen sizes in Android? Explain with an example.
11. How can an application pre-fill email details like recipient, subject, and body using an Intent? Provide an example
12. Explain the process of binding an activity to a service in Android.

**Section-C****III. Answer any Four questions. Each question carries Eight marks****( 4 X 8 = 32)**

13. a) What is an Android Studio? Write its features.  
b) What is the use of Android Manifest File? Explain the components (or) structure of Android Manifest File.
14. a) How to create a style and theme in android? Explain with an example.  
b) Discuss the process of adding fragments dynamically in an Android application.
15. List and briefly describe common views used in Android applications with their XML definitions.
16. a) Explain Anchoring Views to Adapt Display Orientation  
b) What Happens to an Activity's State When Orientation Changes?
17. Explain the complete workflow of creating, reading, updating, and deleting data in a SQLite database with code examples.
18. Explain the Step-by-Step Implementation of Consuming XML Web Services.

**Model Question Paper - 2**

Time : 2 ½ Hours

Max. Marks : 60

Instructions : Answer All Sections

**Section-A****I. Answer any Four questions. Each question carries Two marks****( 4 × 2 = 8 )**

1. What is Android Emulator?
2. Define a Fragment in Android.
3. What is a ViewGroup in Android?
4. What is a RecyclerView in Android?
5. What is Content Resolver?
6. What is SQLite?

**Section-B****II. Answer any Four question. Each question carries Five marks****( 4 × 5 = 20 )**

7. Explain Key Mobile Application Services.
8. How to Use ProgressBar in Android?
9. Explain TimePicker along with its attributes and features. Give an example
10. How can a custom theme be created and applied to an activity in Android?
11. Explain the basic steps to send an SMS using 'SmsManager' in an Android application.
12. Outline the basic steps involved in consuming web services using HTTP in an Android application.

**Section-C****III. Answer any Four questions. Each question carries Eight marks****( 4 × 8 = 32 )**

13. Explain the Steps in Publishing Android Application.
14. a) Explain the Features and Functionalities of an Activity  
b) How to Create an Intent? Explain with example.
15. a) Explain RecyclerView along with its attributes and features. Give an example  
b) Explain DialogFragment along with its attributes and features. Give an example.
16. a) Explain Resizing and Repositioning Views to Adapt Display Orientation  
b) Explain the process of creating a view programmatically in Android.
17. Describe the step-by-step implementation of data binding in an Android application
18. Explain the Step-by-Step Implementation of Consuming JSON Web Services

**Model Question Paper - 3**

Time : 2 ½ Hours

Max. Marks : 60

Instructions : Answer All Sections

**Section-A****I. Answer any Four questions. Each question carries Two marks****( 4 X 2 = 8)**

1. What is an APK?
2. What is an Activity in Android?
3. What is a 'TextView' in Android?
4. What is a ListView in Android?
5. What is Data Binding in Android?
6. What do you mean by XML Web Services.

**Section-B****II. Answer any Four question. Each question carries Five marks****( 4 x 5 = 20)**

7. Explain Mobile Operating Systems.
8. Write the Steps to Debug an Android Application in Android Studio.
9. Explain NumberPicker along with its attributes and features. Give an example
10. Outline the steps to add an options menu in the Sudoku app, including changing the theme and defining the menu in XML
11. Explain the process of monitoring a location using the 'LocationManager' class in Android
12. Explain how to retrieve data from a SQLite database using the query method

**Section-C****III. Answer any Four questions. Each question carries Eight marks****( 4 X 8 = 32)**

13. Explain Different Mobile Technologies.
14. a) Explain the types of Intents with example code.  
b) What is Dialog in Android? Explain the Types of Dialogs.
15. Discuss how to create a preference management system using Shared Preferences. Provide a detailed code example.
16. a) Explain Creating Separate Layouts for Different Orientations. How it works?  
b) Explain Constraint Layout along with its features, attributes, advantages and disadvantage
17. Explain the steps in using Custom Content Provider.
18. Provide a detailed explanation of how to integrate Google Maps into an Android application

## Model Question Paper - 4

Time : 2 ½ Hours

Max. Marks : 60

Instructions : Answer All Sections

### Section-A

I. Answer any Four questions. Each question carries Two marks

(4 X 2 = 8)

1. What is Android Virtual Device (AVD)?
2. What is an Intent in Android?
3. What is an Action Bar in Android?
4. What is an AutoCompleteTextView in Android?
5. What is Content Provider URI? Give an example.
6. Why is the 'URLConnection' class used in Android?

### Section-B

II. Answer any Four question. Each question carries Five marks

(4 X 5 = 20)

7. What is Android? Explain the Key Features of Android OS.
8. Explain how the intent object is used to invoke built-in applications in Android.
9. Explain WebView along with its attributes and features. Give an example
10. Provide a detailed explanation on the implementation of an About Box in the Sudoku app.
11. Explain how to query database and fetch the records using a Cursor.
12. Explain the process of creating a Custom Content Provider with example code

### Section-C

III. Answer any Four questions. Each question carries Eight marks

(4 X 8 = 32)

13. Explain the Android Application Components
14. Describe the complete lifecycle of an Android activity and the purpose of each lifecycle method.
15. Discuss how to implement file reading and writing operations in both internal and external storage. Provide a detailed code example
16. a) Explain Linear Layout along with its features, attributes, advantages and disadvantages  
b) Discuss in detail the different types of UI notifications that can be listened to at the activity level in Android.
17. Provide a detailed example of implementing live data binding in an Android application.
18. Describe the process of creating and managing a proximity alert in an Android application.