

Code No.: AI744PE

R20

H.T.No.

8

R

**CMR ENGINEERING COLLEGE: : HYDERABAD
UGC AUTONOMOUS**

IV–B.TECH–I–Semester End Examinations (Supply) – April - 2025

MOBILE APP DEVELOPMENT

(CSM)

[Time: 3 Hours]

[Max. Marks: 70]

Note: This question paper contains two parts A and B.

Part A is compulsory which carries 20 marks. Answer all questions in Part A.

Part B consists of 5 Units. Answer any one full question from each unit. Each question carries 10 marks and may have a, b, c as sub questions.

PART-A

(20 Marks)

1. a) What are the advantages of Android? [2M]
- b) Explain about the exceptions of Android. [2M]
- c) What are fragments Lifecycle states? [2M]
- d) Name some components and their use in user Interface. [2M]
- e) What is a broadcast receiver? [2M]
- f) How to start new activity? [2M]
- g) How to create tables in SQLite database? [2M]
- h) What are content providers? [2M]
- i) How to connect to internet resources in android? [2M]
- j) How to include alarm in user interface? [2M]

PART-B

(50 Marks)

2. Explain how the lifecycle of an android activity works? [10M]
- OR**
3. What are best practices in Android programming, Android tools? [10M]
4. Explain various components in user interface. [10M]
- OR**
5. How does the lifecycle of fragments work? [10M]
6. Explain different intent types? Give an example. [10M]
- OR**
7. Describe how filters are used for broadcast receivers. [10M]
8. Describe how to use shared preference with an example. [10M]
- OR**
9. Describe the way to persist information in an android device. [10M]
10. Write a program to create and open database using SQLite. [10M]
- OR**
11. Explain various ways of using content providers in database. [10M]
