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23CTU635N

PSG COLLEGE OF ARTS & SCIENCE
(AUTONOMOUS)

BSc DEGREE EXAMINATION MAY 2026
(Sixth Semester)

Branch – **COMPUTER TECHNOLOGY**

MOBILE APPLICATION DEVELOPMENT

Time: Three Hours

Maximum: 75 Marks

SECTION-A (10 Marks)
Answer **ALL** questions
ALL questions carry **EQUAL** marks (10 × 1 = 10)

Module No.	Question No.	Question	K Level	CO
1	1	Identify the file that contains essential information about an Android app. (i) MainActivity.java (ii) strings.xml (iii) AndroidManifest.xml (iv) build.gradle	K1	CO1
	2	Identify the first component that runs when an Android application starts (i) Service (ii) Broadcast Receiver (iii) Activity (iv) Content Provider	K2	CO1
2	3	Name the object used to request an action from another component. (i) Fragment (ii) Intent (iii) Context (iv) Bundle	K1	CO2
	4	Summarize why Fragments are used in Android applications. (i) To replace Java classes (ii) To create reusable UI components within activities (iii) To install apps (iv) To manage permissions	K2	CO2
3	5	Name the layout used to display content that can be scrolled vertically. (i) FrameLayout (ii) ScrollView (iii) TableLayout (iv) RelativeLayout	K1	CO3
	6	Summarize the purpose of handling UI events (i) To stop application (ii) To respond to user interactions like clicks (iii) To design XML (iv) To install apps	K2	CO3
4	7	State the View used to display a digital time on the screen. (i) AnalogClock (ii) DigitalClock (iii) TextClock iv) TimeView	K1	CO4
	8	Summarize the advantage of using SQLite in Android (i) It requires an internet connection (ii) It stores unstructured files (iii) It manages structured data in database form (iv) It replaces activities	K2	CO4
5	9	Identify the process of converting a location name into geographic coordinates (i) Reverse Geocoding (ii) Mapping (iii) Geocoding (iv) Networking	K1	CO5
	10	Interpret the purpose of Reverse Geocoding in Android. (i) Converting address to latitude and longitude (ii) Converting latitude and longitude into a readable address (iii) Displaying animations (iv) Managing UI	K2	CO5

Cont...

SECTION - B (35 Marks)

Answer **ALL** questions

ALL questions carry **EQUAL** Marks (5 × 7 = 35)

Module No.	Question No.	Question	K Level	CO
1	11.a.	Explainthe concept of interfaces in Java and how they are implemented in Android applications.	K2	CO1
		(OR)		
	11.b.	Discussthe role of inheritance in Java and its importance in Android development.		
2	12.a.	Explain about the Exploring intent filters.	K1	CO2
		(OR)		
	12.b.	List the methods used to find and manage fragments in an Android application.		
3	13.a.	Analyzethe differences between LinearLayout and RelativeLayout and determine suitable use cases.	K4	CO3
		(OR)		
	13.b.	Analyze the role of AdapterView in binding data dynamically to UI components.		
4	14.a.	Analyzethe benefits and risks of using external storage for application data management.	K4	CO4
		(OR)		
	14.b.	Examinethe architecture of SQLite in Android and analyze how it supports structured data storage.		
5	15.a.	Examinethe networking architecture in Android and analyze how HTTP connections are established.	K5	CO5
		(OR)		
	15.b.	Analyzethe working of Geocoding and Reverse Geocoding and explain how they convert location data.		

SECTION -C (30 Marks)

Answer **ANY THREE** questions

ALL questions carry **EQUAL** Marks (3 × 10 = 30)

Module No.	Question No.	Question	K Level	CO
1	16	Illustratethe complete process of setting up the Android development environment and executing a simple Android application.	K2	CO1
2	17	Explain how fragments are created, added, replaced, and found within an Activity with suitable illustration.	K2	CO2
3	18	Investigatehow event handling mechanisms work in Android and analyze the lifecycle of UI events.	K4	CO3
4	19	Analyzethe working principles of AnalogClock and DigitalClock views and evaluate their role in UI design.	K4	CO4
5	20	Evaluatethe role of graphics and animation in enhancing user engagement and justify their controlled usage in mobile applications.	K5	CO5

Z-Z-Z END