

Seat No.: _____

Enrolment No. _____

GUJARAT TECHNOLOGICAL UNIVERSITY
MCA - SEMESTER- V EXAMINATION – SUMMER 2015

Subject Code:650003

Date: 06/05/2015

Subject Name: Mobile Computing

Time: 02:30 pm to 05:00 pm

Total Marks: 70

Instructions:

1. Attempt all questions.
2. Make suitable assumptions wherever necessary.
3. Figures to the right indicate full marks.

- Q.1 (a)**
- (i) Write the purpose of following Android Project Files and Directories. **04**
 - a. Default.properties
 - b. gen and res Folder
 - (ii) What is the use of <manifest> tag in Android manifest file? **03**
 - (b) What is the purpose of Activity stack? Explain the lifecycle of Android Activity. **07**
- Q.2 (a)**
- (i) Explain the following lines of code and how they are used? **04**
 - a. `Log.i(DEBUG_TAG, "Info about MyFirstAndroidApp");`
 - b. `Log.e(DEBUG_TAG, "player failed", e);`
 - (ii) Write XML schema that defines TextView that is two lines of text high and 12 ems of text wide. The layout width and height are specified to the size of the TextView. **03**
 - (b) Which different resource types are supported by the Android SDK and how they are stored within the project? **07**
- OR**
- (b) Show with example how to provide an AutoCompleteTextView for the user that can help them type some colors from an array. How MultiAutoCompleteTextView differ from AutoCompleteTextView? **07**
- Q.3 (a)** What does `DatePicker.init()` method do? Explain the working of `DatePicker.OnDateChangeListener()` and `TimePicker.setOnTimeChangeListener()`? **07**
- (b)** Explain important `TableLayout` and `TableRow` View attributes. **07**
- OR**
- Q.3 (a)** Create a context menu for the Chronometer control. Also write line of code to explain how to handle the `ContextMenu` clicks. **07**
- (b)** Explain important `FrameLayout` view attributes. **07**
- Q.4 (a)** Write line of code to show difference in defining shape drawables as XML resources and defining shape drawables programmatically. **07**
- (b)** Explain how to work with cursors while querying SQLite databases. **07**
- OR**
- Q.4 (a)** Describe four types of tweening transformations. **07**
- (b)** Explain how to read data from a website and web address of that data is available. **07**
- Q.5 (a)** How `WebView` definition looks like in layout resource? How to load content into a `WebView` Control? **07**

(b)

- (i) What XML should be placed with AndroidManifest.xml to give permission for send and receive SMS? **04**
- (ii) What informations can be retrieved from the HttpURLConnection? **03**

OR

Q.5 (a) How TelephonyManager object can be used to retrieve the state of the phone? **07**

(b)

- (i) How an arc can be created that looks like a magenta Pac-Man in Android? **04**
- (ii) What is the purpose of setOneShot() and addFrame() method in Frame By Frame animation? **03**
