

GYANMANJARI INNOVATIVE UNIVERSITY

Gyanmanjari Institute of Technology

B.Tech.- End Semester Examination (ESE)- Summer - 2026

Enrollment No.: _____

Date: 22/05/2026

Subject Code: BETCE14309

Semester: 4

Subject Name: Basics of Mobile Application Development

Total Marks: 100

Time: 10:30AM To 01:30PM

Instructions:

1. Question No. 1 is Compulsory.
2. Make Suitable Assumptions wherever necessary.
3. Figures to the right indicate full marks.

	Marks
Q.1 (a) Define Android application components and list their types.	05
(b) List the important Fragment Life Cycle methods.	05
(c) Explain the layered architecture of the Android operating system with a neat labeled diagram and describe the responsibilities of each layer.	10
Q.2 (a) What is TableLayout? Explain its use.	05
(b) What is a View in Android? Give examples.	05
OR	
(b) What is SQLite? Explain its importance in Android applications.	05
(c) Explain the concept of Activity in Android and describe the complete Activity Life Cycle with a neat diagram.	10
OR	
(c) Discuss different Android view components such as TextView, Button, EditText, ImageView, and CheckBox.	10
Q.3 (a) What is AsyncTaskLoader? Explain its purpose.	05
(b) What are Broadcast Receivers in Android?	05
(c) Explain various data storage options available in Android including SharedPreferences, Internal Storage, External Storage, and SQLite.	10
OR	
(a) What is a Notification in Android?	05
(b) What is Alarm Manager? Explain its purpose.	05
(c) Explain event handling in Android applications and describe different event listeners with examples.	10
Q.4 (a) What is an Activity in Android? Explain its role in an application.	05
(b) What is a Service in Android? Explain where it is used.	05

- (c) Explain the SQLite database in Android and describe how data can be created, inserted, updated, deleted, and retrieved. 10

OR

- (a) Explain the purpose of the onCreate() method in an Android Activity. 05
- (b) Explain the role of OnClickListener in handling user events. 05
- (c) Explain ShapeDrawable in Android and describe how custom shapes can be created using XML. 10
- Q.5 (a) List the advantages of using XML layouts in Android applications. 05
- (b) What is SharedPreferences? Explain its use case. 05
- (c) Describe the complete procedure for publishing an Android application on the Google Play Store. 10

OR

- (a) Explain how an Android application connects to the Internet. 05
- (b) Differentiate between Geocoding and Reverse Geocoding. 05
- (c) Explain how location services work with Google Maps and Geocoding in Android applications. 10