Seat No.: _____   Enrolment No._____

GUJARAT TECHNOLOGICAL UNIVERSITY
BE - SEMESTER–VI (NEW) EXAMINATION – SUMMER 2022

Subject Code:3161612   **Date:06/06/2022**
Subject Name:Mobile Application Development
Time:10:30 AM TO 01:00 PM   **Total Marks: 70**
Instructions:
1. **Attempt all questions.**
2. **Make suitable assumptions wherever necessary.**
3. **Figures to the right indicate full marks.**
4. **Simple and non-programmable scientific calculators are allowed.**

Q.1	**(a)**	What is Service? Differentiate between Activity and Service.	**03**
	(b)	What is AVD? Explain the process of creating AVD in Android application.	**04**
	(c)	Write a note on: "Android Framework".	**07**
Q.2	**(a)**	Explain DVM.	**03**
	(b)	Give Difference between Service, Intent Service, AsyncTask and Threads.	**04**
	(c)	Draw & Explain Android architecture.	**07**
		OR	
	(c)	Write a note on: Activity Life Cycle.	**07**
Q.3	**(a)**	Explain Checkbox with example.	**03**
	(b)	How to use spinner in Android App? Explain with an example.	**04**
	(c)	What is Intent? Explain with suitable example.	**07**
		OR	
Q.3	**(a)**	Explain SQLite Database and why it is required.	**03**
	(b)	Explain Content Provider.	**04**
	(c)	How can you publish your application in Google Play Store? Explain the entire process.	**07**
Q.4	**(a)**	What is Difference between Geocoding and Reverse Geocoding?	**03**
	(b)	Explain Hardware Acceleration.	**04**
	(c)	What is android layout? Explain different layout classes and working with layouts.	**07**
		OR	
Q.4	**(a)**	What is Sound Pool?	**03**
	(b)	What is Google Maps API? Explain Elements of Google Map.	**04**
	(c)	Make Application for student's registration of basic details like Enrollment No, Name, Branch, Address, Mobile Number, Email Id.	**07**
Q.5	**(a)**	Explain Recording video.	**03**
	(b)	Explain android graphics interface.	**04**
	(c)	Write steps to create an android application for Movie Ticket Booking.	**07**
		OR	
Q.5	**(a)**	Explain media player in android.	**03**
	(b)	Describe Scroll View & List View? Explain with suitable Program.	**04**
	(c)	Explain Working with animation.	**07**

****