

**M.C.A. III Semester Degree Examination, April / May - 2024****Android Programming  
(NEP)**

Time : 1 Hours

Maximum Marks : 30

*Instructions : Answer all the following. Each question carries equal marks.*

1. What is Android OS ? 1  
(A) A programming language  
(B) A hardware device  
(C) An operating system for mobile devices  
(D) A web browser
2. Who developed the Android operating system ? 1  
(A) Apple Inc. (B) Microsoft Corporation  
(C) Google Inc. (D) Samsung Electronics
3. What is the official Integrated Development Environment (IDE) recommended for Android app development ? 1  
(A) Eclipse (B) NetBeans  
(C) Android Studio (D) Visual Studio
4. What programming language is commonly used for Android app development in Android Studio ? 1  
(A) C# (B) Java (C) Python (D) Swift
5. What is the purpose of debugging in Android application development ? 1  
(A) To add new features to the application  
(B) To identify and fix errors or issues in the code  
(C) To optimize the application for better performance  
(D) To design the user interface
6. Which tool is commonly used for debugging Android applications ? 1  
(A) Android Monitor (B) Android Studio Debugger  
(C) Android Emulator (D) Firebase Test Lab
7. What is the purpose of unit testing in Android development ? 1  
(A) To test the entire application as a whole  
(B) To test individual components or functions in isolation  
(C) To simulate user interactions  
(D) To measure the overall performance of the application



8. What does the term “Android stack” refer to in the context of Android development ? **1**  
(A) A set of physical devices used for testing  
(B) The order in which activities are displayed on the screen  
(C) The combination of operating system layers that make up the Android system  
(D) A data structure used for storing app preferences
9. Which of the following is a component of the Android stack responsible for managing application data ? **1**  
(A) Activity (B) Intent  
(C) Content Provider (D) Broadcast Receiver
10. In the Model-View-Controller(MVC) architecture, what does the “Model” represent in an Android application ? **1**  
(A) User interface components (B) Data and business logic  
(C) Controller components (D) Views and layouts
11. What is the purpose of the “res” directory in the Android application structure ? **1**  
(A) It stores the application’s source code  
(B) It contains resources such as layouts, images and strings  
(C) It hosts external libraries used in the application  
(D) It stores temporary files generated during the build process
12. What is the initial state of an Android activity when it is first created ? **1**  
(A) Created (B) Running (C) Paused (D) Started
13. In which method of the Android Activity lifecycle it is appropriate to perform one-time initialization, such as UI setup ? **1**  
(A) onStart() (B) onResume()  
(C) onCreate() (D) onPause()
14. What state is an activity in, when it is partially obscured by another activity but still visible and interactive ? **1**  
(A) Created (B) Started (C) Resumed (D) Paused
15. What is the primary purpose of AsyncTask in Android development ? **1**  
(A) To perform network operations  
(B) To handle background tasks asynchronously  
(C) To manage database transactions  
(D) To create user interfaces
16. Which method in AsyncTask is executed on the main thread before the background task starts ? **1**  
(A) doInBackground() (B) onPreExecute()  
(C) onPostExecute() (D) onProgressUpdate()



17. What is the primary advantage of using AsyncTaskLoader over AsyncTask for handling background tasks in Android ? **1**  
(A) AsyncTaskLoader is simpler to implement  
(B) AsyncTaskLoader is specifically designed for UI updates  
(C) AsyncTaskLoader automatically retains and catches results during configuration changes  
(D) AsyncTaskLoader is more suitable for short-lived operations
18. In an AsyncTaskLoader, which method is responsible for loading data in the background ? **1**  
(A) loadInBackground() (B) onStartLoading()  
(C) onForceLoad() (D) deliverResult()
19. Which class in Android is commonly used to perform network operations and run them on a separate thread ? **1**  
(A) IntentService (B) AsyncTask  
(C) BroadcastReceiver (D) Service
20. What is the primary purpose of a Broadcast Receiver in Android ? **1**  
(A) To send data between activities  
(B) To display notifications  
(C) To handle system-wide broadcast announcements  
(D) To manage background tasks
21. In Android, what is the primary purpose of a Service component ? **1**  
(A) To handle broadcast events  
(B) To manage UI components  
(C) To perform long-running operations in the background  
(D) To display notifications
22. What is the purpose of notifications in Android ? **1**  
(A) To display ads in the app  
(B) To inform the user about events or updates  
(C) To authenticate user identity  
(D) To manage data storage
23. What is the primary purpose of the Android Alarm Manager ? **1**  
(A) To set alarms for incoming calls  
(B) To schedule background tasks at specified intervals  
(C) To manage device power consumption  
(D) To synchronize data with a remote server
24. What is the primary purpose of the AndroidManifest.xml file when preparing to publish an Android app on the Google Play Store ? **1**  
(A) It contains the app's source code  
(B) It defines the app's structure and components  
(C) It specifies the target devices for the app  
(D) It provides a summary of the app's features for users



- 25.** What is a key consideration when generating a signing key for your Android app before publishing it ? **1**
- (A) The length of the app's package name
  - (B) The version code of the app
  - (C) The strength and security of the signing key
  - (D) The number of activities in the app
- 26.** What is the purpose of signing an Android app before publishing it ? **1**
- (A) To add a digital signature for decorative purposes
  - (B) To encrypt the app's source code
  - (C) To verify the app's integrity and authenticity
  - (D) To compress the app for faster download
- 27.** Which tool is commonly used for generating a signing key for an Android app ? **1**
- (A) Android Studio Wizard
  - (B) JDK Keytool
  - (C) Google Play Console
  - (D) Gradle Build Script
- 28.** What is the recommended image format for Android app icons ? **1**
- (A) JPEG
  - (B) PNG
  - (C) GIF
  - (D) SVG
- 29.** What is a key requirement for uploading an Android app to the Google Play Store ? **1**
- (A) Including the app's source code
  - (B) Providing a signed APK file
  - (C) Having a specific version code
  - (D) Using an unpublished beta version
- 30.** What role does the Google Play Console play in the process of publishing an Android app ? **1**
- (A) Designing the app's user interface
  - (B) Developing the app's features
  - (C) Managing app distribution, updates, and statistics
  - (D) Reviewing and approving app designs

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