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School of Computing Science and Engineering

Bachelor of Computer Applications
Semester End Examination - Nov 2023

Duration : 180 Minutes
Max Marks : 100

Sem V - E1UA504B - Android App Development

General Instructions

Answer to the specific question asked

Draw neat, labelled diagrams wherever necessary

Approved data hand books are allowed subject to verification by the Invigilator

- 1) Compare the features of Android with those of iOS. K1 (2)
- 2) Explain the lifecycle method that is called when a fragment is no longer visible to the user. Provide details about the purpose and significance of this method. K2 (4)
- 3) Analyze the advantages and challenges of using Bluetooth technology in Android app development. K2 (6)
- 4) Assess the benefits and drawbacks of using Google Analytics in an Android app. K3 (9)
- 5) Evaluate different monetization strategies for Android apps. Provide examples for each strategy. K3 (9)
- 6) Explain the concept of implicit intents in Android. Provide an example of when and why they might be used. K5 (10)
- 7) Evaluate the importance of accessibility features in Android app design. How can developers ensure their apps are accessible? K4 (12)
- 8) Evaluate the impact of incorporating accessibility features in Android app design. K5 (15)
- 9) Analyze the considerations and best practices for localization in Android applications. K5 (15)
- 10) Create a step-by-step guide for implementing a swipe gesture to switch between different activities K6 (18)