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18AI63

Sixth Semester B.E. Degree Examination, July/August 2022

Java for Mobile Application

Time: 3 hrs.

Max. Marks: 100

Note: Answer any FIVE full questions, choosing ONE full question from each module.

Module-1

- 1 a. Define Enumeration in Java. List and explain any four methods available in Enumeration, with a suitable example. (10 Marks)
- b. Define Autoboxing and Auto – unboxing. Write a Java program that demonstrates Autoboxing and Unboxing in expressions and methods. (10 Marks)

OR

- 2 a. Explain the process of obtaining Annotations during Run time by use of Reflections, with an example program. (10 Marks)
- b. Define Type Wrappers. List and explain any four type Wrappers. (10 Marks)

Module-2

- 3 a. List and explain any four methods of the following :
i) Collection Interface ii) Deque Interface. (10 Marks)
- b. Explain Constructors of Array List class. Write a Java program to implements Array. List class with appropriate methods. (10 Marks)

OR

- 4 a. Write a Java program to illustrate HashMap that maps names to account balances and retrieve all account information. (10 Marks)
- b. Explain the following legacy classes with example :
i) Vector class ii) Stack class. (10 Marks)

Module-3

- 5 a. Describe String in Java. Write a Java program to demonstrate any four constructors of class string. (10 Marks)
- b. Explain the following Character Extraction methods with examples :
i) char At () ii) get Chars () iii) get Bytes () iv) to Char Array (). (10 Marks)

OR

- 6 a. Write a Java program to replace all instances of one substring with another within a string. (10 Marks)
- b. Explain any five string Buffer methods in Java. (10 Marks)

Module-4

- 7 a. What is Android? Explain Android Architecture with neat diagram. (10 Marks)
- b. Discuss various states experienced by a Fragment. (10 Marks)

OR

- 8 a. Write a Java code to :
i) Pass Data using an Intent Object. (10 Marks)
ii) Display a progress dialog. (10 Marks)
b. What is an Activity? Explain the Activity Life Cycle with neat diagram. (10 Marks)

Module-5

- 9 a. Explain different Layouts available to design user interface in Android Application. (10 Marks)
b. List Android user Input controls. Explain any two user Input controls in detail. (10 Marks)

OR

- 10 a. Write XML and Java code to build an application that displays state of the checkbox and the button clicked as toast message. (10 Marks)
b. Demonstrate how CRUD operations can be performed programmatically in Android application. (10 Marks)

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