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QUESTION BANK (OBJECTIVE)

Subject with Code: MAD (13A05703)   Course & Branch: B.Tech - CSE

Year &Sem:IV-B.Tech& I-Sem   Regulation: R13

UNIT-I
J2ME ARCHITECTURE & DEVELOPMENT ENVIRONMENT

1. How many memory types that are used in J2ME Application   [   ]
A) 0   B) 4   C) 3   D) 2
2. A component that includes all MIDlet files including manifest file & other resources
A) JAD File   B) JAR File   C) Package   D) None of the above   [   ]
3) Radio Transmission consists of __Components   [   ]
A) 2   B)3   C) 4   D) 1
4. ___ is used to test MIDlets before they are deployed on small computing device.
A) Simulator   B) Emulator   C) Wireless device   D) JVM   [   ]
5. CDL configuration use full JVM, where as CLDC configuration use   [   ]
A)JVM   B)Local JVM   C) Server JVM   D)KJVM
6. ____ technology is used in small computing devices and mobile communications
A)Wireless   B)Wave   C)Micro   D)Mini   [   ]
7. The Original Equipment Manufacturer (OEM) of small computing
device does not supply   [   ]
A) Classes   B) APPS   C) J2ME API's   D) None of the above
8. ____ is responsible for starting, managing, execution and stopping the MIDlet
A)JVM   B) AMS   C)JAR D)JAD   [   ]
9. ____ is device that connects a TV to a cable signal received from a service provider
A) JVM   B) Mother Board   C) Set-Top Box   D) Palm OS Emulator [   ]
10. How many types of Wireless Radio Networks   [   ]
A)4   B)1   C)3   D)2
11. A ___ is a diminutive web browser that operates on a mobile communication device
A) Max Browser   B) Macro Browser C) Mini Browser D) Micro Browser   [   ]
12. How many types of Set-Top Boxes   [   ]
A)3   B)2   C)1   D)4
13. Encoding is achieved by modifying the amplitude of wave known as __   [   ]
A) RM   B) DM   C)FM   D) AM
14. Messages is divided into small pieces & placed in an electronic envelope called_
A) Digital   B) Frequencies   C) Packet   D) None   [   ]
15. Most Radio Frequencies are controlled by   [   ]
A)AMS   B)JDK C)J2ME   D)FCC
16. The range required for the transmission of a radio signal is from   [   ]
A) 10 kHz to 3, 00,000 MHz   B) 20kHz to 3, 00,000
C) 30 kHz to 4,00,0000 MHz   D) 40kHz to 1, 00,0000MHz
17. A __ monitor user events with a screen and causes to execute based on the user
A) Wireless   B) Command Listener C) Action Listener   D) None   [   ]
18. A ____ is front-end s/w that depends on back-end software of the system processing
A) Thin-client B) Desktop Client   C) Web Client D) Server Client   [   ]
19. Which batteries should give up a longer life time and rechargeable   [   ]
A) Zinc Carbon   B) Zinc Carbon   C) Nickel & CadmiumD) Lion &NimH
20. A __ is software that simulates how a MIDlet will run in a small computing device
A) JVMB) Emulator   C) Compiler   D) JAR   [   ]
21. The __ tab is used to set the port number and server name of the proxy server
A) JVM B) User Network   C) Network Admin   D) Network Configuration   [   ]
22. A MIDlet class contains _____ number of abstract methods   [   ]
A)2   B)3   C)4   D) None
23. The SMS can send a maximum of _____ characters   [   ]
A)250   B)380   C)160   D) 580
24. Radio waves are measured in _____   [   ]
A) Ohm's   B) Hedges   C) Watts   D) Mega Hedges
25. A Mobile Computing Device that is used to store the secure information   [   ]
A)PDA's   B) Set-Top Box   C)SDRAM   D) Smart Cards

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26. The USSD can send a maximum of _____ characters   [   ]
A)160   B)250   C) 182   D) 380
27. The profile that is used with the CDC configuration and contains classes
to implement a complex user interfaces   [   ]
A) Foundation Profile B) Personal Basis Profile C) Personal Profile D) RMI Profile
28. Which of the following is a type of wireless radio network?   [   ]
A) Low Power Single Frequency   B) High Power Single Frequency
C) Spread Spectrum   D) All of the above
29. The Java platform designed for smart cards is _____   [   ]
A) Smart Card B) Java Card   C) Credit CardD) Debit Card
30. The user is consulted for granting or denying permission once for every invocation of MIDlet Suite
A) Session permission   B) Blanket permission   C) One shot permission D) None [   ]
31. The standards for wireless technology are created by the ___ forum   [   ]
A) Wireless Application Protocol   B) Application Programming Standards
C) Device Application Profile   D) Multile Device Profile
32. The Operating Systems used by PDA is   [   ]
A) Palm OS   B)Windows CE   C) EPOC   D) All of the above
33. CDC devices uses an architecture of _____ bit   [   ]
A)16   B)32   C)64   D)128
34. The profile that is used with the CLDC configuration and contains
classes to provide network capabilities is   [   ]
A)Game Profile   B) MIDP   C) Personal Profile   D) RMI Profile
35. The single used to communicate among orbiting satellites and ground stations is
A) Analog Signal   B) Digital Signal C) Radio Signal D) Microwave Signal   [   ]
36. ___ feature is not supported by J2ME   [   ]
A) Floating-point Math   B) Native OS C) MIDP   D) Both A&B
37. A MIDlet class method that initiates the MIDlet execution   [   ]
A) ExecMIDlet()   B) startApp() C) initMIDlet D) None of the above
38. The user is asked to confirm grant or deny of permission only once.   [   ]
A) Session permission   B) Blanket permissionC) One shot permission D) None
39. MIDlets interact with the user and handles data management via   [   ]
A) CLDC API's   B) MIDP API classes C) OEM Apps D) CDC API's
40. The web browser that operates on any mobile communication's device   [   ]
A) Micro Browser   B) Mobile Browser   C) File Browser   D) Server Browser

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UNIT-II

J2ME PRACTICES, PATTERN'S & HIGH LEVEL DISPLAY SCREEN'S

1. High-level displays can be implemented using__ class   [   ]
A) Item   B) Gauge   C) Screen   D)None
2. ____ is a new platform on which developers can build and implement programs to control small computing devices   [   ]
A)J2EE   B)J2SE   C)J2ME   D)JDK
3. The_classisused in a MIDlet for handling date and time information
A)FieldClass B) DateClass C) DateField Class   D) Gauge Class   [   ]
4. Cellular Telephone companies offer ___ types of Messaging Services
A)2   B)3   C)4   D)1   [   ]
5. All files are necessary to implement a MIDlet suite most contained within a production package called
A)JAD   B)JAR   C)JVM   D)J2ME   [   ]
6. The _ methods is used when displayable objects are to be placed on the form at the specified positions only.   [   ]
A)insert()   B) input()   C) delete   D) output
7. How many types of layers in Web Services   [   ]
A)4   B)1   C)3   D)2
8. The three kinds of J2ME user interfaces are ___ & ___   [   ]
A) Canvas, Item   B) Ticker, Alert   C) form command, canvas   D) None
9. _____ routines that solve Common Programming Problems   [   ]
A)Patterns   B)Design   C)Development   D)None
10. The __ class acts as container for other displayable objects   [   ]
A) Alert   B) Ticker   C) Form   D) Screen
11. Item Class is derived from the _____ class   [   ]
A)Gauge Class   B)TextFiled Class   C)Form Class   D)None
12. Expand the name of JAD   [   ]
A)Java Application Developer   B)Java Application Descriptor
C)Java Application Design   D)None
13. _____ also increases the Application use of Memory   [   ]
A)Inheritance B)Polymorphism   C) Concatenation   D)None
14. The method which is called by the application manager whenever theMIDlet is started is   [   ]
A)NotifyPaused() B) resumeRequest() C) pauseApp()   D) startApp()
15. A __ monitor user events with a screen and causes to execute based on the user
A) Wireless   B) Command Listener C) Action Listener   D) None   [   ]
16. A __ is a method automatically called whenever the ever the event occurs fault
A) JAR   B) JAD   C) Canvas   D)Trigger   [   ]
17. A __ class can also be used to display any kind of message on the screen
A) Canvas Class   B) Alert Class C) Form Class D) None   [   ]
18. Which of the following is a best practice for building a J2ME application
A) Limit the use of Memory B) Avoid synchronization
C) Use local Varibles   D) All of the above   [   ]
19. The __ method is called twice to add two radio buttons to the group   [   ]
A) Pause Method   B) Destroy Method   C) Append Method   D) None
20. The __ displayable class is parent for several displayable class   [   ]
A) ChoiceGroup   B) ItemGroup C) Displayble class   D) Changeclass
21. A __ class is used to capture one line or multiple lines of text entered by the user
A) Canvas Class   B) Gauge Class   C) Text Field D) Image Item   [   ]
22. The _____ class is used to scroll text horizontally on the screen   [   ]
A) Gauge Class   B) Form Class   C) Item Class D) Ticker Class
23. The _____ class creates an animated progress bar that graphically represents the status of a process
A) Gauge Class   B) Item Class C) Form Class D) Ticker Class   [   ]
24. The command which can used to move to the previous screen is   [   ]
A) CANCEL B) ITEM   C) OK D) BACK
25. Proven design and programming techniques are known as _____   [   ]
A) practices   B) patterns   C) routines   D) tasks
26. The Super class of the screen class is   [   ]
A) Canvas class   B) Command class   C) Displayable Class D) Display Class

27. The command which can be used to confirm a selection is   [   ]
A) CANCEL   B) OK C) SCREEN   D) BACK
28. The request from the application manager can be temporarily rejected by throwing the exception
A) IOException   B) outOFBoundException
C) MIDletStateChangeException   D) startApp()   [   ]
29. Routines are also known as ___ that can be used to solve the common programming problems
A) Practices   B) Patterns   C) Functions   D) tasks   [   ]
30. Which of the following methods determines whether an instance of the Displayable class is shown
on the screen   [   ]
A) getCurrent   B) setCurrent()   C) isShown()   D) isColor
31. The __ method is used to process the change in the3 status of an
instance of the Item class.   [   ]
A)itemChanged   B) stateChanged   C)itemState   D)itemStateChanged()
32. The __ file should be downloaded before running the Palm OS emulator
A) Palm OS ROM   B) OS ROM   C)Emulator ROM D) Emulator   [   ]
33. The device's screen can be interacted by obtaining a reference to an instance of the ___ class
A)Item class   B) Display class   C) Gauge class   D) Form class   [   ]
34. ___ method is defined in the CommandListener interface   [   ]
A)userAction   B) alertAction   C) itemAction   D) commandAction
35. The __ detects occurrence of any event in Item instance   [   ]
A) ItemStateListener B) ItemListener   C) ItemsChanged   D) None
36. The instance of from class is displayed within the startApp() methods by invoking ___ method
A) display   B) setCurrent()   C) notifyDestroyed   D) pauseApp() [   ]
37. The__class provides methods to display a list of items on the screen   [   ]
A) List B) Gauge   C) Form   C) Item
38. The __ class is used to obtain textual input from the user.   [   ]
A) ItemBox   B)TextBox   C) CheckBox D) TextBox
39. The __ class is used to create graphical user interface components like radio buttions& check boxes
A)ChoiceGroup Class   B) GroupClass   C) ItemClass   D) None   [   ]
40. __ is used to create a text message that can be displayed on the
screen of mobile device   [   ]
A)ItemChanged   B) StringChanged   C) FormChanged D) StringItem

UNIT –III

Low level Display and Record Management System

1. How many sub classes are defined in Displayable class
A) 3   B) 2   C) 1   D) 4   [   ]
2. Which of the following is an low level component   [   ]
A) Screen   B) Canvas   C) Alert   D) Form
3. What are the components of canvas grid that tells column and row of a cell   [   ]
A) x,z   B) y,x   C) x, y   D) y, z
4. Which method obtains width and height of a canvas size   [   ]
A) getWidth(), getHeight()   B) getHorizontal(),getVertical()   C) getLengths()   D) getSizes()
5. Which Utility is used by instances of Graphics class to draw various shapes   [   ]
A) Pen   B) Pencil   C) Bruch   D) Slicer
6.Which method is called by application manager after the canvas is removed from the screen
A) hideNotify()   B) showNotify()   C) hideAuto()   D) hideScreen()   [   ]
7.Which method to be defined to process command events   [   ]
A) commandAction()   B) actionCommand()   C) actionProcess()   D) commandProcess()
8. Which of the following are low level user input components that generate low level events
A) keycode   B) Game action   C) Pointer Event   D) All   [   ]
9. What is the value used by the key constant KEY_NUM0 in the standard ITU-T Key pad
A) 49   B) 50   C) 35   D) 48   [   ]
10. Which method allows user to select a key and holds down to repeat that key   [   ]
A) keyPressed()   B) keyRepeated()   C) key Released()   D) keyTyped()
11. Which game action constant value used by the FIRE constant   [   ]
A) 8   B) 1   C) 2   D) 12
12. Which method erases the images on the canvas and draws the string at the x,ycorodinates

A) repaint()   B) paint()   C) drawRect()   D) drawLine()   [   ]

13. Which method of Graphics class sets a choice of the color and takes one or three values as

parameters   [   ]

A) setPaint()   B) setColor()   C) setDimension()   D) setStrokeStyle()

14. Which method of Graphics used to a line   [   ]

A) drawLine()   B) drawRect()   C) fillRect()   D) darwArc()

15. Which method of Graphics used to a filled rectangle   [   ]

A) drawLine()   B) drawRect()   C) fillRect()   D) darwArc()

16. Which method of Graphics used to draw an arc   [   ]

A) drawLine()   B) drawRect()   C) fillRect()   D) darwArc()

17. Which of the following value represent FONT constant STYLE_BOLD   [   ]

A) 4   B) 1   C) 8   D) 16

18. Which is equivalent to drawChars() method   [   ]

A) drawPaint()   B) drawString()   C) drawChar()   D) drawRect()

19. Which is rectangular piece of an image defined by upper left and width and height of graphics?

A) Clipping region   B) Unclipping   C) Art eraser   D) Art clipping   [   ]

20. Which method used in clipping region to represent upper left corner   [   ]

A) getClipX()   B) getClipY()   C) getClipCorner()   D) A, & B

21. Which of the following is simulation motion of screen caused by timed drawing related images?

A) Animation   B) Clipping   C) Canvas   D) Window   [   ]

22. Which attribute in the record store server same purpose of Primary key   [   ]

A) foreign key   B) record_ID   C) Record_name   D) record_value

23. Which method close the record store and release the resources   [   ]

A) closeRecordStore()   B) openRecordStore()   C) createRecordStore()   D) exitRecordStore()

24.Which method openS the record store   [   ]

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A) closeRecordStore()   B) openRecordStore()   C) createRecordStore()   D) exitRecordStore()

25.Which method used to write record in to a record store   [   ]

A) addRecord()   B) removeRecord()   C) writeRecord()   D) readRecord()

26.Which method used to obtain a particular record in to a record store   [   ]

A) addRecord()   B) getRecord()   C) writeRecord()   D) readRecord()

27. Which of the following gives enumeration of records   [   ]

A) enumerateRecords()   B) recordEnumeration()   C) Enumeration   D) recordTraverse()

28. Which type of parameter tells in record enumeration automatic updation when changes are made

A) String   B) Boolean   C) int   D) Float   [   ]

29.Which method returns true if there exists another record to traverse   [   ]

A) hasNextElement()   B) hasNextToken()   C) hasMoreTokens()   D)hasMoreElements()

30.Which method determines the number of records in the record enumeration   [   ]

A) numRecords()   B) recordNumbers()   C) count()   D) length()

31. Which method maintain automatic keep updation in record enumeration   [   ]

A) isKeepUpdate()   B) keepUpdate()   C) update()   D) updation()

32. Which method returns true if record enumeration supports automatic keep updation   [   ]

A) isKeepUpdate()   B) keepUpdate()   C) update()   D) updation()

33.Which concept writes a mixed data type of records in a record store   [   ]

A) Mixeddata type   B) Booelan data type   C) Single data type   D) Float data type

34. Which class is used to sort the records in record Enumeration   [   ]

A) Alignment   B) Comparator   C) Checker   D) Un checker

35. What is the value returned by the compareTo() method in the record enumeration when two records are same or identical   [   ]

A) Positive   B) Negative   C) 0   D) Not zero

36. What is the value returned by the compareTo() method in the record enumeration when one record is alphabetically above the other   [   ]

A) Positive   B) Negative   C) 0   D) All

37.What is the constant value returned by the compareTo() method in the record enumeration when one record is alphabetically above the other   [   ]

A) PRECEDES   B) FOLLOW   C) EQUIVALENT   D)None

38. What is the constant value returned by the compareTo() method in the record enumeration when one record is alphabetically below the other   [   ]

A) PRECEDES   B) FOLLOW   C) EQUIVALENT   D)None

39. Which of the following referee as filtering that meet search criteria   [   ]

A) Sorting   B) Searching   C) Sorting mixed type   D) Sequencing

40. Which method in RecodFilter Interface used to check one record against another record   [   ]

A) filterOpen()   B) filterClose()   C) matches()   D) compareTo()

UNIT –IV

JDBC Objects, JDBC and Embedded SQL, Introduction to Android Programming

1. What is an application programming interface that is used to store and manipulate
A) SQL   B) RMS   C) Persistence   D) MIDlet   [   ]

2. What is the retention of information during operation of the MIDlet& when it is not running
A) Persistence   B) RMS   C) Wireless   D) JVM   [   ]

3. The name of a record must be a minimum of _ and not more than _   [   ]
A) 1,8   B) 1,24   C) 1,32   D) 1,12

4. Record stores must be a _____ named within a MIDlet suite   [   ]
A) Uniquely   B) Identicaly   C) Formarly   D) Neutrally

5.__method is used to create a new record store & to open an existing record   [   ]
A) createRecord   B) newRecord C) openRecord   D) openRecordStore

6. A J2ME application supplies database access using ___ interface   [   ]
A) Wireless   B) Wave   C) JDBC   D) Network

7. __ used the connection to send messages back to the J2ME application   [   ]
A) Emulator   B)DBMS   C)JDBC   D) None

8. The JDBC driver translates the routine into __ messages   [   ]
A) midlevel   B) highlevel   C) lowlevel   D)extremelevel

9. Java code independence is also extended to implementation of __   [   ]
A)JVM   B) SQL Queries   C)JAR   D)JAD

10. How many types of drivers to connect to J2ME application   [   ]
A) One   B) Two   C) Three   D) Four

11. J2ME application which interacts with DBMS using __   [   ]
A)J2EE   B)J2SE   C) data objects   D)JDK

12. Model A Program constructor begin by creating __ string objects   [   ]
A)4   B)2   C)1   D)3

13. _ is used as the basis for building tables and indexes   [   ]
A) Database design   B) View design   C) Form design   D)None

14. All SQL commands are enclosed in __& assigned to a string object called query.
A) singlequotation   B) double quotation   C) empty   D) none   [   ]

15. The query is sent to the DBMS using the ___ method   [   ]
A) getQuery()   B) executeQuery()   C)displayQuery()   D)None

16. __ is a path between two computing devices   [   ]
A)Bridge   B) Driver   C) Connection   D) None

17. The __ address uniquely identifies each computing device on a network   [   ]
A) Network   B) Device Driver   C) Bridge Connection D)None

18. The __ is a set of rules that describes how data is transmitted   [   ]
A)Gauge Class   B)Communication Address   C) Communication Protocol   D)None

19. A connection is opened by calling the ___ methods   [   ]
A)Connector.create   B)Connector.open() C)Java Application Design   D)None

20. Login Id and Password are mainly used as __   [   ]
A) Network Address B)Polymorphism   C)Communication Parameters D)None

21. A string is written to an output data stream using the method   [   ]
A) writeString()   B) writeUTF() C) writeChars()   D) write()

22. The methods recordAdded , record Changed() & record Deleted() belongs to
A) RecordEnumeration   B) RecordListener   C) Record   D) None   [   ]

23. __ used the connection to send messages back to the J2ME application   [   ]
A) Emulator   B)DBMS   C)JDBC   D) None

24.Java code independence is also extended to implementation of __   [   ]
A)JVM   B) SQL Queries   C)JAR D)JAD

25. Which driver allows the application to access the database through ODBC driver
A) Type 1 driver B) Type 2 driver C) Type 3 driver D) Type 4 driver   [   ]

26. The query is sent to the DBMS using the ___ method   [   ]
A)getQuery() B) executeQuery()   C)displayQuery()   D)None

27. Which part of the connection string specifies the protocol used for the connection?
A) Scheme   B) Parameters   C) Target   D) None   [   ]

28. The __ address uniquely identifies each computing device on a network   [   ]
A)Network   B) Device Driver   C) Bridge Connection D)None

29. The CLDC connector mode that opens connection in both read and write mode
A) RW   B) READ_WRITE   C)APPEND   D) None   [   ]

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30. Which of the following is a class   [   ]
A) Connection   B) Connector   C) Datagram Connection   D) StreamConnection

31.Which of the following is a mobile operating system that is based on modified version of linux

A) Red hat   B) Ubuntu   C) Android   D) Mac-OS   [   ]

32.What is the code name of Android version 4.0   [   ]

A) Froyo   B) Ginger Bread   C) Honey Comb   D) Ice cream Sandwich

33.Which feature of android supports sharing of internet connections as a wire/wireless hotspot

A) Multi-tasking   B) Messaging   C) Storage   D) Tithering   [   ]

34.How many main layers in which android five sections are divided   [   ]

A) 3   B) 10   C) 1   D) 4

35.Which folder contains files built by ADT during build process   [   ]

A) assets   B) bin   C) gen   D) res

36.Which is a window that contains user Interface of your application   [   ]

A) Activity   B) Task   C) Thread   D) Intent

37. What is a glue of set of activities from different applications that work together and appear as single

application   [   ]

A) Semaphore   B) Task   C) Thread   D) Intent

38.Which event of Activity base class is called when the activity becomes visible to the user

A) onCreate()   B) onLoad()   C) onStart()   D) onDestroy()   [   ]

39. Which key tells debug on android emulator   [   ]

A) F8   B) F10   C) F11   D) F5

40. What is called mini-activities, each contain data in its own view in all Android 3.0 later versions

A) Fragments   B) PinPoints   C) Packages   D) Boxes   [   ]

UNIT –V

Android User Interface, Designing User Interface with Views

1. Which of the following is an widget that has appearance on the screen   [   ]

A) Activity   B) View   C) Monitor   D) Notification

2. Which of the following provides a layout that orders the sequence and appearance of views

A) ViewGroup   B) TaskGroup   C) ActivityGroup   D)NotificationGroup [   ]

3.Which layout of a viewgroup arranges views in a single column or a row   [   ]

A) LinearLayout   B) TableLayout   C) ScrollLayout   D) RealtiveLayout

4. How many screen densities an android supports?   [   ]

A) 3   B) 4   C) 10   D) 1

5. Which layout tells exact location of the children   [   ]

A) LinearLayout   B) TableLayout   C) AbsoluteLayout   D) RealtiveLayout

6. Which layout forms views in rows and columns   [   ]

A) LinearLayout   B) TableLayout   C) AbsoluteLayout   D) RealtiveLayout

7.Which layout tells child views are positioned with respect to each other   [   ]

A) LinearLayout   B) TableLayout   C) AbsoluteLayout   D) RealtiveLayout

8.Which layout denote a place holder that used to display in a single view   [   ]

A) LinearLayout   B) FrameLayout   C) AbsoluteLayout   D) RealtiveLayout

9. Which layout denote scroll through the list of views that occupy more space than physical storage

A) LinearLayout   B) TableLayout   C) ScrollView   D) RealtiveLayout [   ]

10. How many screen orientations android supports?   [   ]

A) 1   B) 4   C) 2   D) 3

11. How many techniques used to handle changes in screen resolution   [   ]

A) 1   B) 4   C) 2   D) 3

12. Which technique is used to handle views to the four edges   [   ]

A) Resizing   B) Anchoring   C) Repositioning   D) Resizing & Repositioning

13. Which layout is used to achieve anchoring easily   [   ]

A) LinearLayout   B) TableLayout   C) ScrollView   D) RealtiveLayout

14. Which method is fired whenever an activity is killed or pushed onto background state during

changes in configuration   [   ]

A) onPause()   B) onSaveInstanceState()   C) onCreate()   D)onStart()

15. Which method is fired whenever an activity is recreated whenever device changes orientation

A) onPause()   B) onSaveInstanceState()   C) onCreate()   D)onStart()   [   ]

16. Which class is used to know device current orientation during runtime   [   ]

A) WindowManager   B) WindowListener   C) CommandListener   D) Item

17.Which method force change in orientation in a device that belong to the Activity class [   ]

A) setRequestOrientation()   B) setOrientation()   C) changeOrientation()   D) Change()

18.How many values androiD)ScreenOrientation attribute denote   [   ]

A) 1   B) 2   C) 3   D) 4

19. Which bar appears on top of device screen and displays application icon together with activity title

A) Title Bar   B) Action Bar   C) Tool Bar   D) Graphics Bar   [   ]

20. Which method populates action items of action bar   [   ]

A) onCreateOptionsMenu()   B) onCreate()   C) onPause()   D) onStart()

21. Which symbol denote display text for action item together with icon   [   ]

A) | B) *   C) &   D) %

22. How many levels the user interact with android UI   [   ]

A) 1   B) 2   C) 3   D) 4

23. Which method of UI notification represent a panel's item is selected by the user   [   ]

A) onMenuItemSelected   B) onKeyUp   C) onKeyDown   D) onMenuOpened

24. Which of the following views used by Text View, Button View and Edit Text   [   ]

A) Picker Views   B) Basic Views   C) List Views   D) Specialized Fragment

25. Which of the following views used to select from a list such as Time and Date   [   ]

A) Picker Views   B) Basic Views   C) List Views   D) Specialized Fragment

26. Which of the following views used by Long lists such as Spinner view   [   ]

A) Picker Views   B) Basic Views   C) List Views   D) Specialized Fragment

27. Which of the following views used to perform specific functions   [   ]

A) Picker Views   B) Basic Views   C) List Views   D) Specialized Fragment

28. Which view allows user to edit text content   [   ]

A) EditText   B) Button View   C) ToggleButton view   D) TextView

29. Which view gives feedback about some ongoing works   [   ]

A) TextView   B)ProgressBar View   C) AutoCompleteTextView   D) AutoView

30. Which view allows user to select time of a day   [   ]

A) TimePicker   B) TextPicker   C) DatePicker   D) DayPicker

31. Which view allows user to select date of a particular activity   [   ]

A) TimePicker   B) TextPicker   C) DatePicker   D) DayPicker

32. How many types of list Views are there in android   [   ]

A) 2   B) 1   C) 4   D) 10

33. Which View display yours own UI to the item selected in the list   [   ]

A) TextView   B) SpinnerView   C) PickerView   D) TimePicker

34. How many sub classes are defined for Fragment class   [   ]

A) 3   B) 2   C) 5   D) 7

35. Which Fragment is a ListView and displays items from a data source usually array or cursor

A) Dialog Fragment   B) ListFragment   C) PreferenceFragment   D) TextFragment [   ]

36. Which Fragment floats on top of the activity and is displayed modally   [   ]

A) Dialog Fragment   B) ListFragment   C) PreferenceFragment   D) TextFragment

37. Which Fragment provide preferences that users personalize the application for their own use

A) Dialog Fragment   B) ListFragment   C) PreferenceFragment   D) TextFragment [   ]

38. Which view represent push button and also an image   [   ]

A) EditText   B) Button View   C) ToggleButton view   D) ImageButtonView

39. Which view allows user to check only one radio button in the group   [   ]

A) RadioGroup   B) Button View   C) ToggleButton view   D) TextView

40. Which files need to be coded whenever to create UI   [   ]

A) XML   B) Java   C) CSS   D) C++

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QUESTION BANK (DESCRIPTIVE)

Subject with Code: MAD (13A05703)   Course & Branch: B)Tech - CSE

Year &Sem:IV-B)Tech& I-Sem   Regulation: R13

UNIT-I

J2ME ARCHITECTURE & DEVELOPMENT ENVIRONMENT

1) Discuss about J2ME Architecture and Development Environments   10M
2) Explain about Small Computing Technologies with suitable examples   10M
3) Draw the Architecture of J2ME Technologies &explain functionality each block module 10M
4) Explain about J2ME Runtime Environment, MIDlet Programming, Hello World Style   10M
5) Explain the role of J2ME in Wireless Devices   10M
6) Explain briefly about Mobile Power, Set Top Boxes and Smart Cards   10M
7) Explain about Mobile & Radio Data Networks   10M
8) Discuss about Wireless & Microwave Technology   10M
9) Briefly discuss about J2ME Wireless Toolkit and with any one example   10M
10) Discuss about
    a) Personal Digital Assistance (PDA'S)   2M
    b) Small Computing Devices Requirements   2M
    c) J2ME Software Development Kits   2M
    d) Messaging   2M
    e) Multiple MIDlet's in a MIDlet's Suite   2M

UNIT-II

J2ME PRACTICES & PATTERN'S & HIGH LEVEL DISPLAY SCREEN'S

1) Briefly discuss about Commands, Items & Event Processing   10M
2) What are the Best Practices and Patterns? Explain in Detail   10M
3) Discuss in detail about Item Class and Form Class   10M
4) Differentiatebetween Normal &High Level Display Screens   10M
5) Differentiate between Exception Handling and Display Classes   10M
6) Explain about Text Box Class & Ticker class   10M
7) Discuss in brief about Palm OS Emulator   10M
8) Write note on Alert Class & List Class   10M
9) Explain about Reality of Working in a J2ME World   10M
10) Write a note on the following
    a) Form Class   2M
    b) J2ME User Interfaces   2M
    c) Exception Handling   2M
    d) Text Box Class   2M
    e) Different levels of Display Screens   2M

MOBILE APPLICATION DEVELOPMENT

UNIT –III

Low level Display and Record Management System

1. Explain about canvas with an example program.   10M

2. Explain about clipping regions with an example each.   10M

3. Discuss about Graphics and write code fragments to draw various shapes   10M

4. Explain about reading and writing records.   10M

5. Describe about sorting of records.   10M

6. Justify the searching a record in records system.   10M

7. Describe about user interactions with example scenarios.   10M

8. Discuss about Animation in detail.   10M

9. Discuss in detail about record storage.   10M.

10.   Write about the following

     a) Define a Canvas.   2M

     b) Write about animation.   2M

     c) Write the types of user interactions.   2M

     d) Define i) Record storage   ii) Record Store Scope 2M

     e) Define Record Listener.   2M

UNIT –IV

JDBC Objects, JDBC and Embedded SQL, Introduction to Android Programming

1. Explain about Database Schema with examples.   10M

2. Explain about various Databases.   10M

3. Describe about i) Inserting data into Table ii) Selecting data from a table   10M

4. Explain about JDBC Driver types.   10M

5. Describe about i) transaction processing   ii) Exceptions   10M

6. Justify about i) Result Set   ii) MetaData   10M

7. Describe about Linking activities using Intents.   10M

8. Discuss about Calling Built-In Applications using Intents in detail.   10M

9. Discuss in detail about Android Activites.   10M.

10.   Write about the following

     a) What is Functional Dependency.   2M

     b) Define Referential Integrity.   2M

     c) Write about Normalizing the datA)   2M

     d) Write about Display Notifications.   2M

     e) Define AndroiD)   2M

MOBILE APPLICATION DEVELOPMENT

UNIT –V

Android User Interface, Designing User Interface with Views

1. Explain the Layouts that are supported by view Groups in Android?   10M

2. Discuss about adapting to Display orientation?   10M

3. Describe Managing changes to screen orientation?   10M

4. Justify the utilizing the Action Bar in Android?   10M

5. Explain about Basic views in designing UI?   10M

6. Explain about Picker views in designing UI?   10M

7. Explain about List views in designing UI?   10M

8. Discuss about Specialized fragments?   10M

9. Describe about Listening for UI Notifications?   10M

10. Write about the following

   a) What is a view Group?   2M

   b) What is the purpose of onSaveInstanceState() method?   2M

   c) What are the values possible to specify to the androiD)screenOrientation   2M

   d)What are the things the action bar displays?   2M

   e) What are the methods used in activity level UI Notification   2M

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