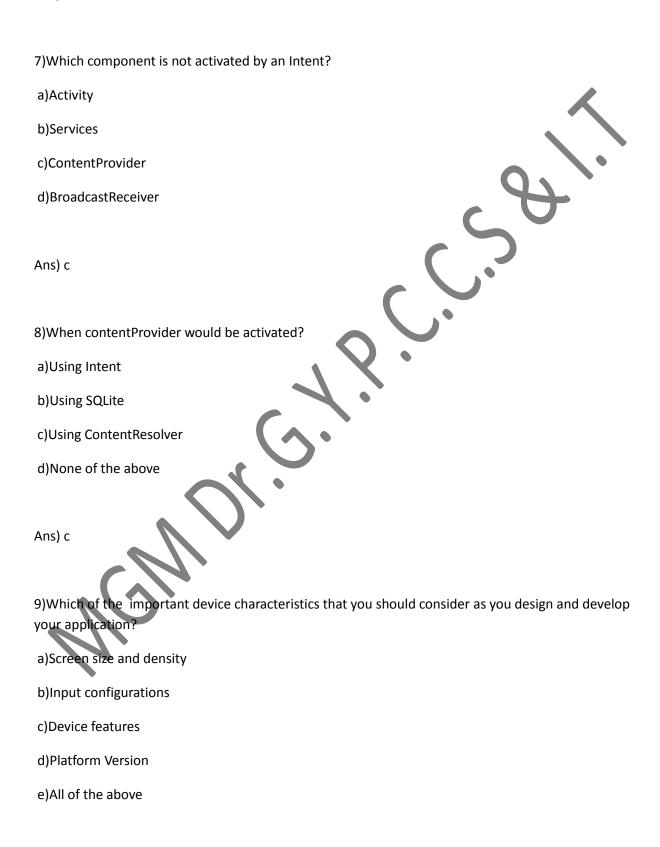
Adv. Android Application Development

Multiple Choice Question and Answers

1) Once installed on a device, each Android application lives in?
a)device memory
b)external memory
c) security sandbox
d)None of the above
Ans) c
2)Parent class of Activity?
a)Object
b)Context
c)ActivityGroup
d)ContextThemeWrapper
Ans) d
3)What are the Direct subclasses of Activity?
a)AccountAuthenticatorActivity
b) ActivityGroup
c) ExpandableListActivity
d) FragmentActivity
e) ListActivity

f) all the aove
Ans) f
4)What are the indirect Direct subclasses of Activity?
a)LauncherActivity
b)PreferenceActivity
c) TabActivity
d)All the above
Ans) d
5)Parent class of Service?
a)Object
b)Context
c) ContextWrapper
d)ContextThemeWrapper
Ans) c
6)What are the indirect Direct subclasses of Services?
a) RecognitionService
b) RemoteViewsService
c)SpellCheckerService
d)InputMethodService



b)finishActivity()

c)finish()

d)None of the above Ans) c 13) What is the difference between Activity context and Application Context? a) The Activity instance is tied to the lifecycle of an Activity. while the application instance is tied to the lifecycle of the application, b) The Activity instance is tied to the lifecycle of the application, while the application instance is tied to the lifecycle of an Activity. c) The Activity instance is tied to the lifecycle of the Activity, while the application instance is tied to the lifecycle of an application d) None of the above Ans) a 14) Which one is NOT related to fragment class? a)DialogFragment b)ListFragment c)PreferenceFragmen d)CursorFragment

Ansa)d

15) Definition of Loader?

a) loaders make it easy to asynchronously load data in an activity or fragment.

b) loaders make it easy to synchronously load data in an activity or fragment.
c) loaders does not make it easy to asynchronously load data in an activity or fragment.
d) None of the above.
Ans) a
16)Characteristics of the Loaders?
a)They are available to every Activity and Fragment.
b)They provide asynchronous loading of data.
c)They monitor the source of their data and deliver new results when the content changes.
d)They automatically reconnect to the last loader's cursor when being recreated after a configuration change. Thus, they don't need to re-query their data.
e)All of the above.
Ans) e
17)How many ways to start services?
a)Started
b)Bound
c)a & b
d)None of the above.
Ans) c
18)If your service is private to your own application and runs in the same process as the client (which is common), you should create your interface by extending theclass?

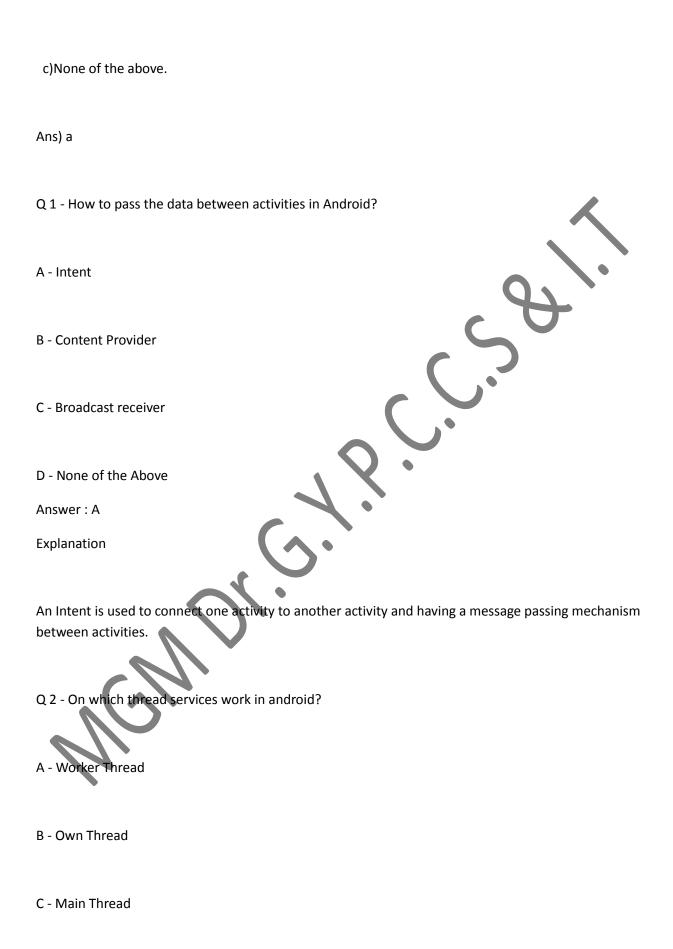
a) Messenger
b) Binder
c) AIDL
d)None of the above
Ans) b
19)If you need your interface to work across different processes, you can create an interface for the service with a?
a)Binder
b)Messenger
c)AIDL
d) b or c
Ans) d
20) AsyncTask allows you to perform asynchronous work on your user interface. It performs the blocking operations in a worker thread and then publishes the results on the UI thread.
a)true
b)false
Ans) a
21)Layouts in android?
a)Frame Layout
b)Linear Layout
c)Relative Layout
d)Table Layout

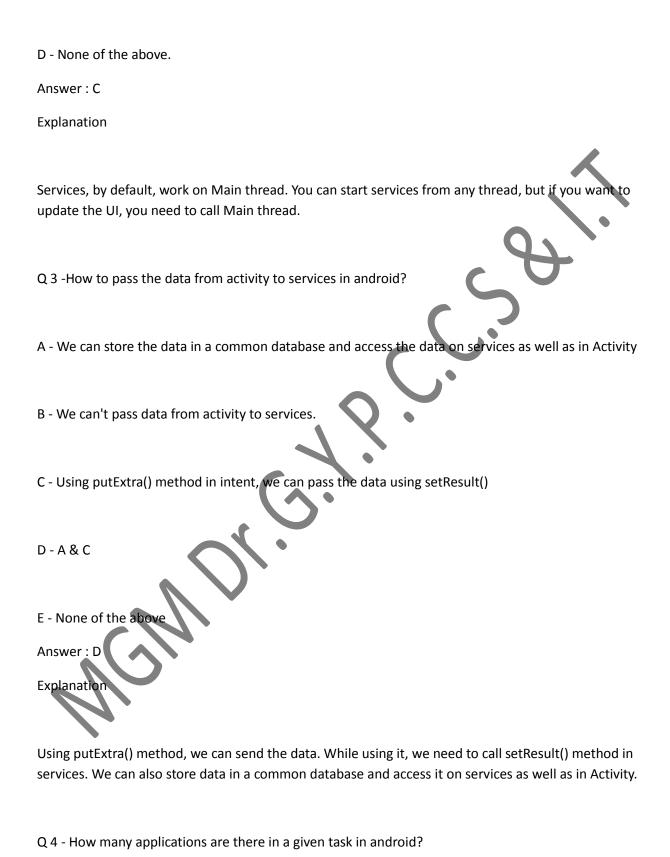
e)All of the above
Ans) e
22) Dialog classes in android?
a)AlertDialog
b)ProgressDialog
c)DatePickerDialog
d)TimePickerDialog
e)All of the above
Ans) e
23)If you want share the data accross the all applications ,you should go for?
a)Shared Preferences
b)Internal Storage
c)SQLite Databases
d)content provider
Ans) d
24)Difference between android api and google api?
a)The google API includes Google Maps and other Google-specific libraries. The Android one only

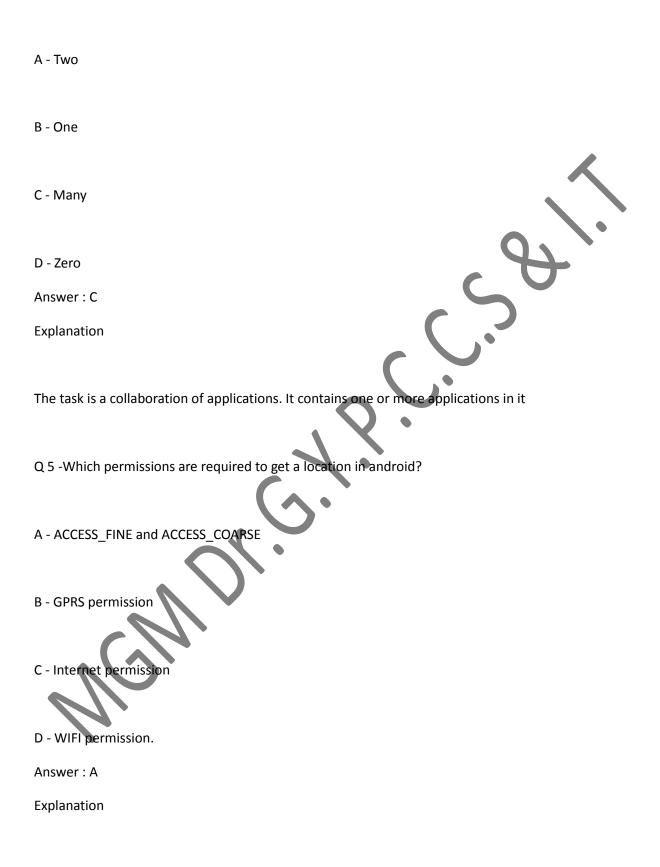
b) The google API one only includes core android libraries. The Android includes Google Maps and other

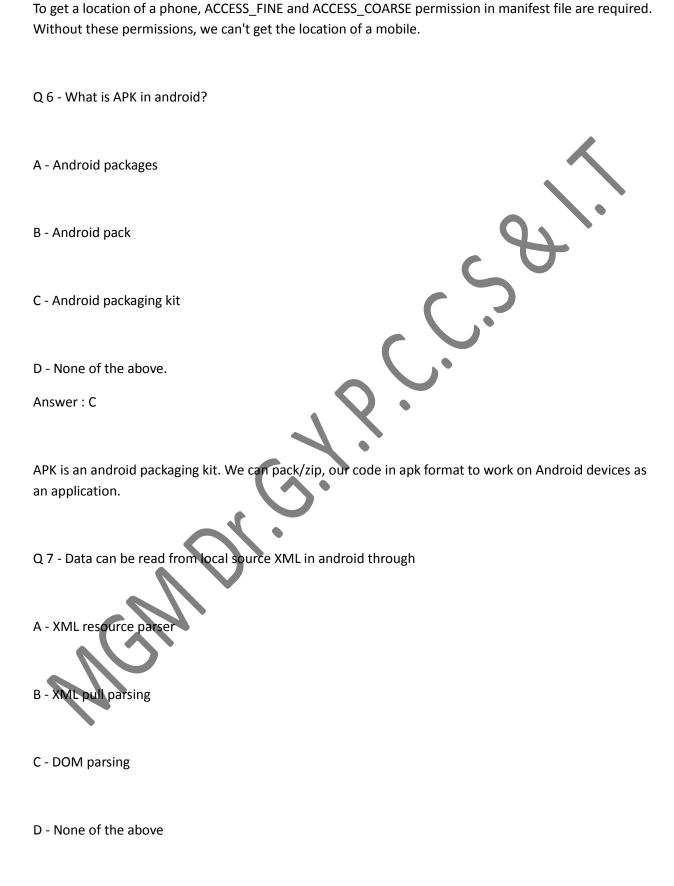
includes core android libraries.

Google-specific libraries.









Q 9 - Why don't we give MIN SDK as 1 in android?

A - Android deprecated version

B - There is no value for 1

C - Android doesn't allow min version 1



Q 1 - Explain android activity life cycle?

A - onCreate() -> onStart() -> onActivityStarted() -> onResume() -> onPause() -> onStop() -> onActivityDistroy() -> onDestroy()

B-OnCreate() -> onStart() -> onResume() -> onPause() -> onStop() -> onRestart() -> onDestroy() -> onCreate() ->

C - OnCreate() -> onStart() -> onPause() -> onResume() -> onStop() -> onDestroy()

D - ->onResume()

Answer: B

Explanation

OnCreate() - The system will call this, when an activity is created first time.

onStart() - The system will call this, when an activity starts the actions/action on UI.

onResume() - The system will call this, when onRestart() or onPause() is called.

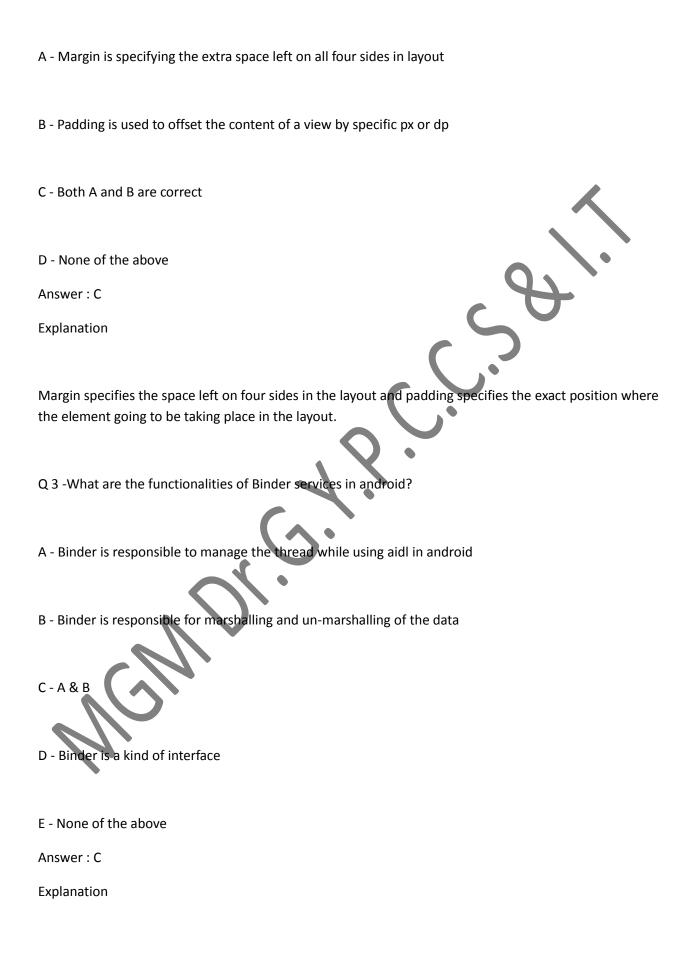
onPause() -> The system will call this, when an activity going into the background.

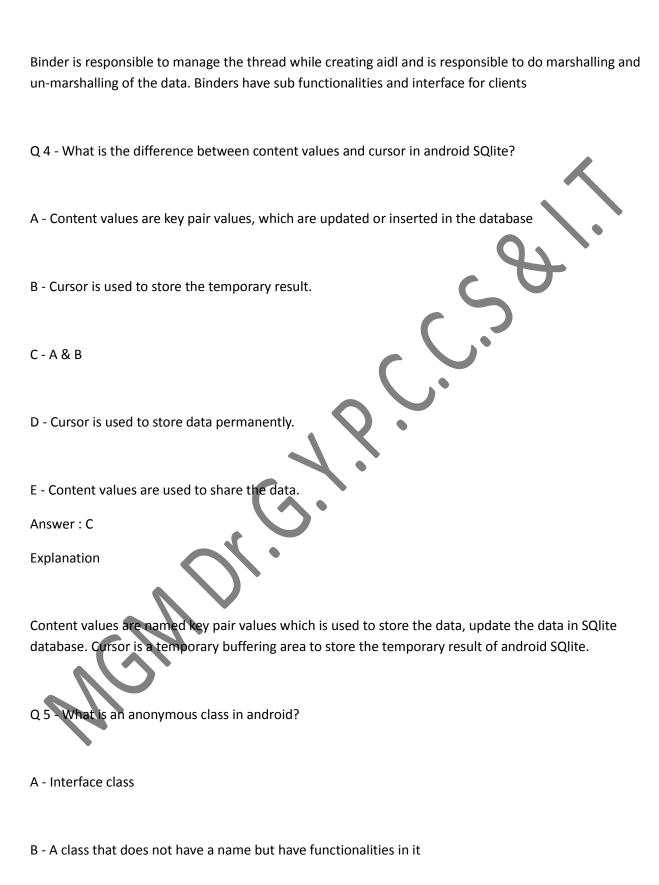
onStop() - The system will call this, when an activity going into stop.

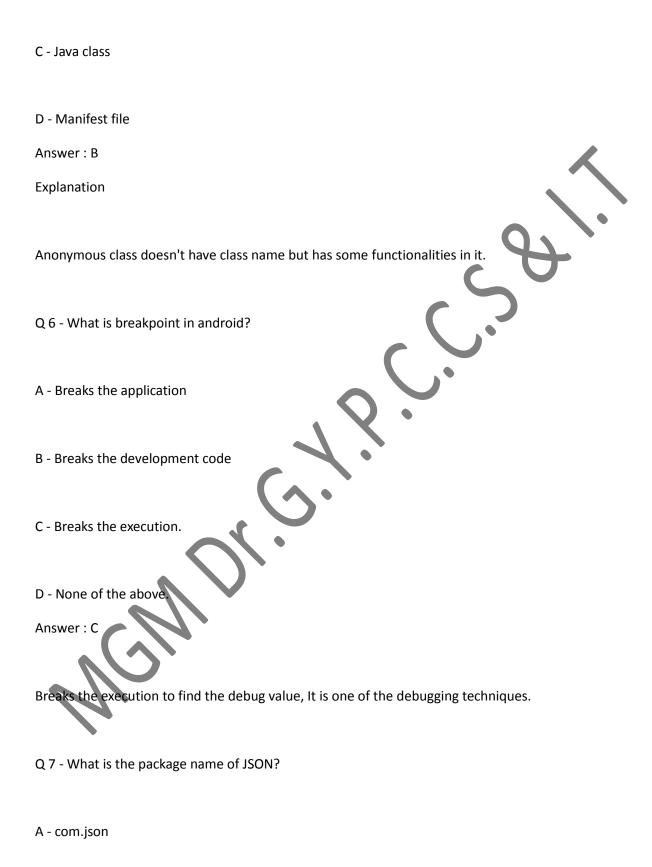
onRestart() - The system will call this, when an activity going to stop stage and to start the activity again.

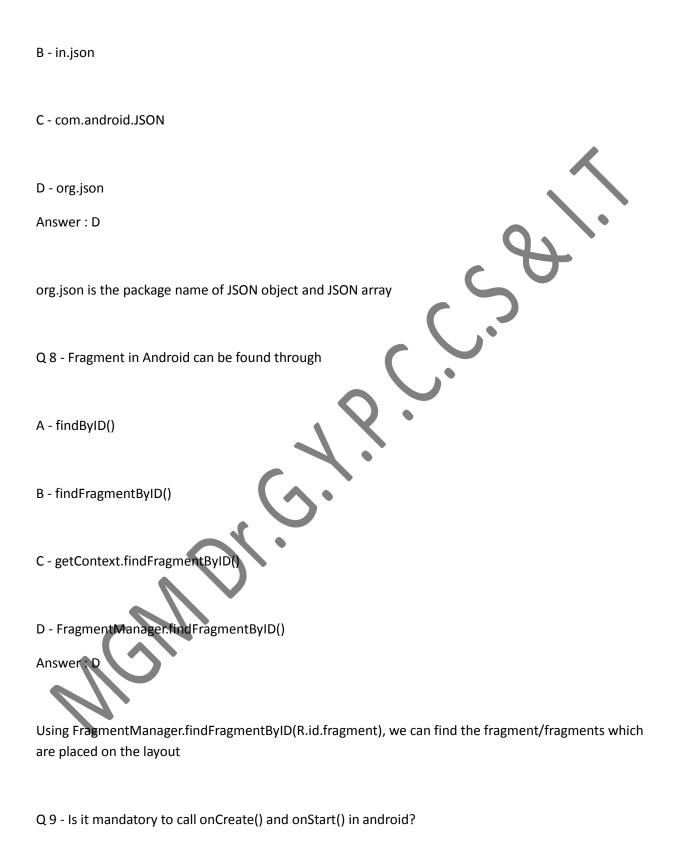
onDestroy() – The system will call this, when an activity going in stop mode.

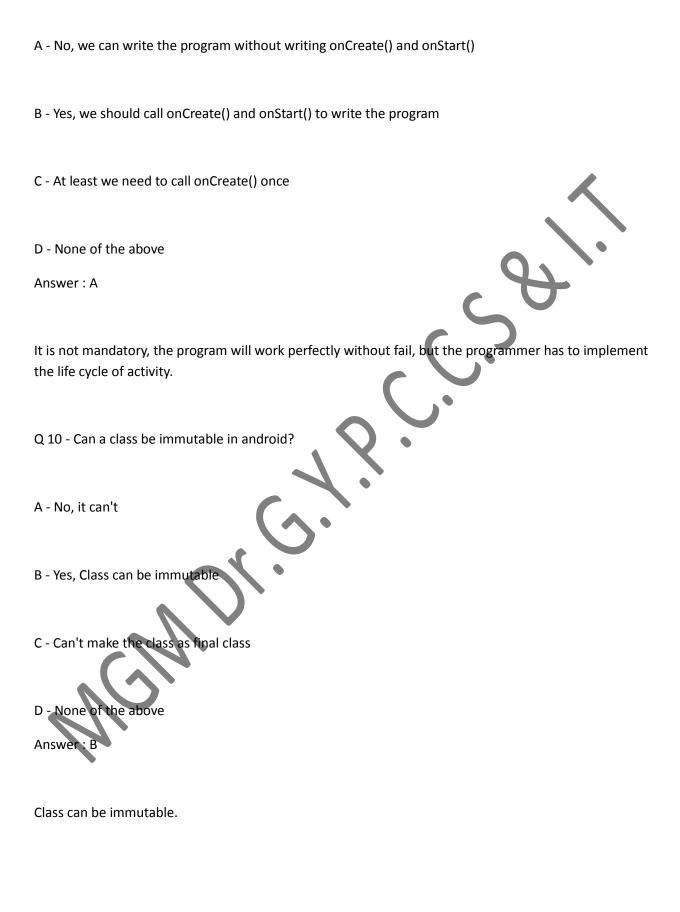
Q 2 - What is the difference between margin and padding in android layout?

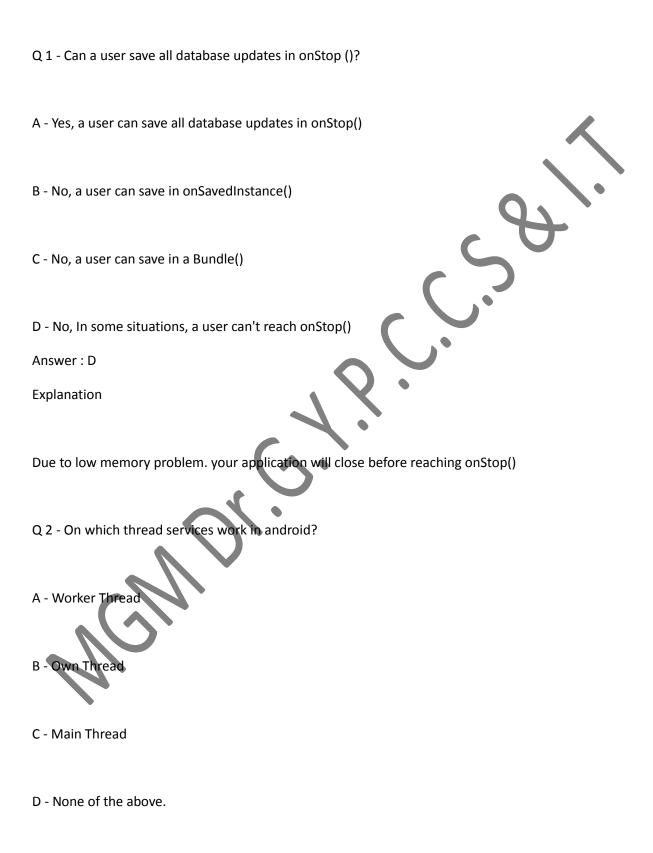


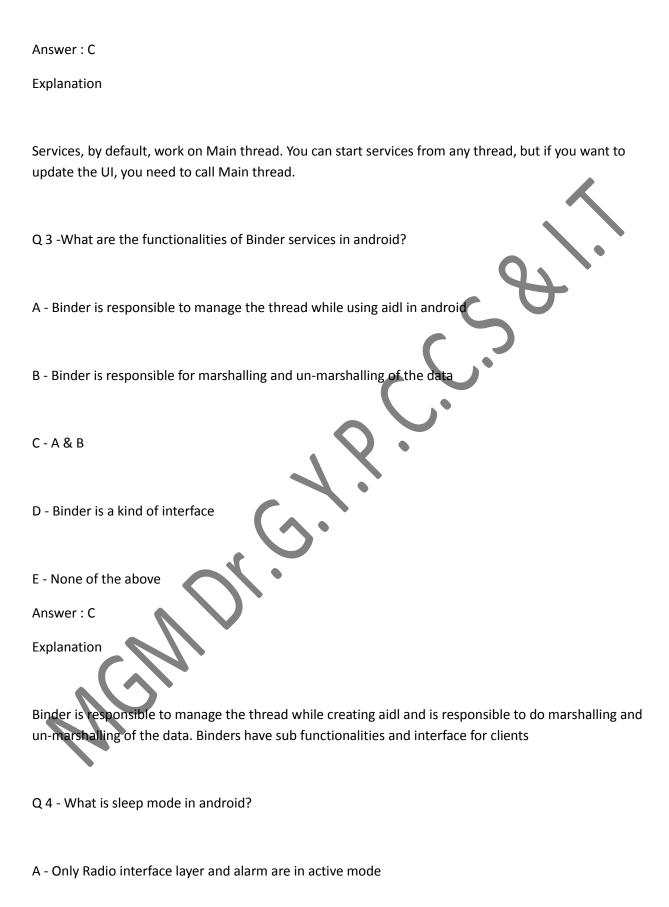




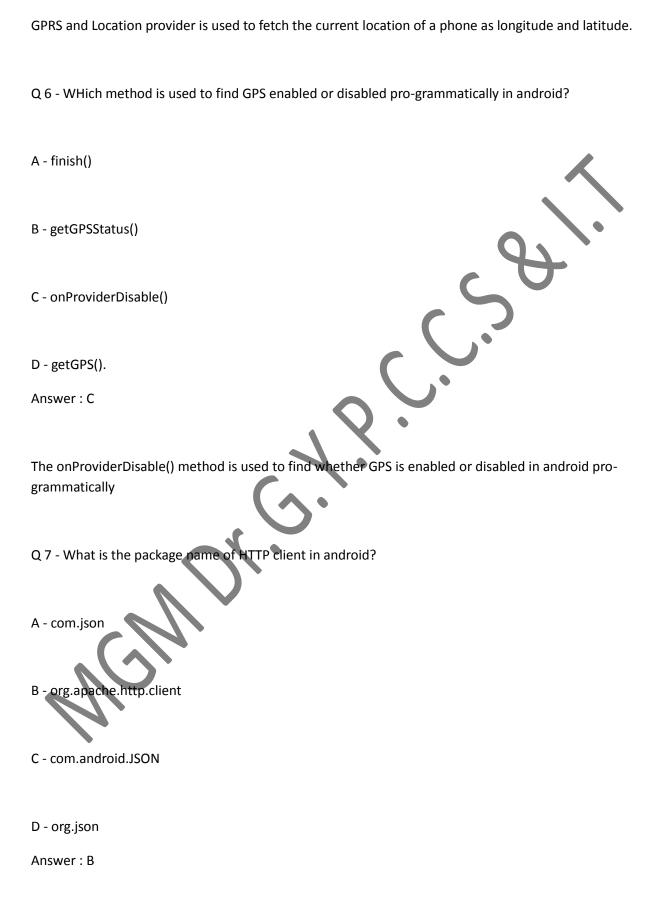


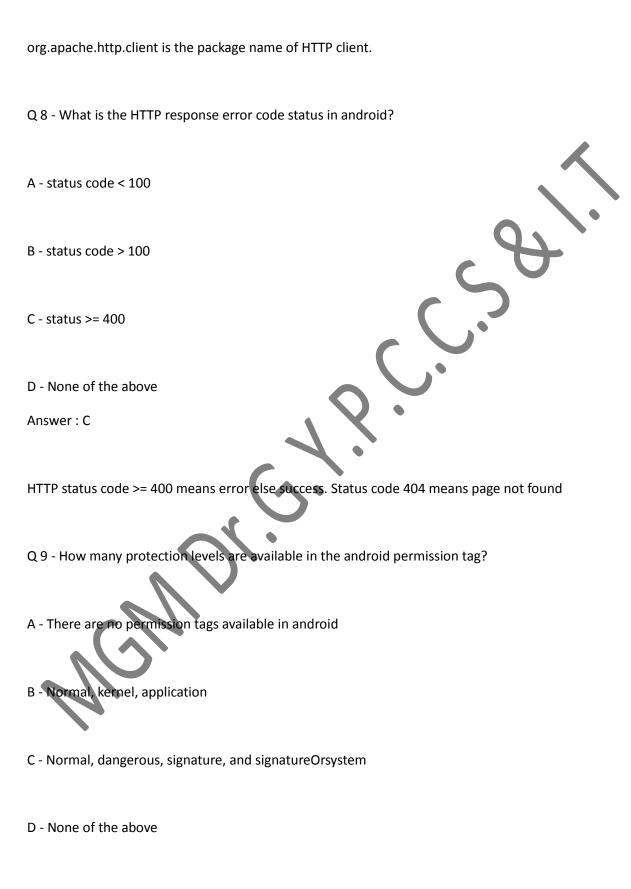






B - Switched off
C - Air plane mode
D - None of the Above
Answer : A
Explanation
CPU will be in sleeping mode and it does not take any commands except radio interface layer and alarm from mobile.
Q 5 - How to get current location in android?
A - Using with GPRS
B - Using location provider
C - A & B
D - SQlite
E - Network servers
Answer: C
Explanation





Answer: C

Android is having four levels of protection in android permission tag. They are normal, dangerous, signature, and signatureOrsystem

Q 10 - What is a thread in android?

A - Same as services

B - Background activity

C - Broadcast Receiver

D - Independent dis-patchable unit is called a thread

Answer: D

The concurrent executable unit is called a thread. It's performs some background functionalities with services.

Q 1 - Explain android activity life cycle?

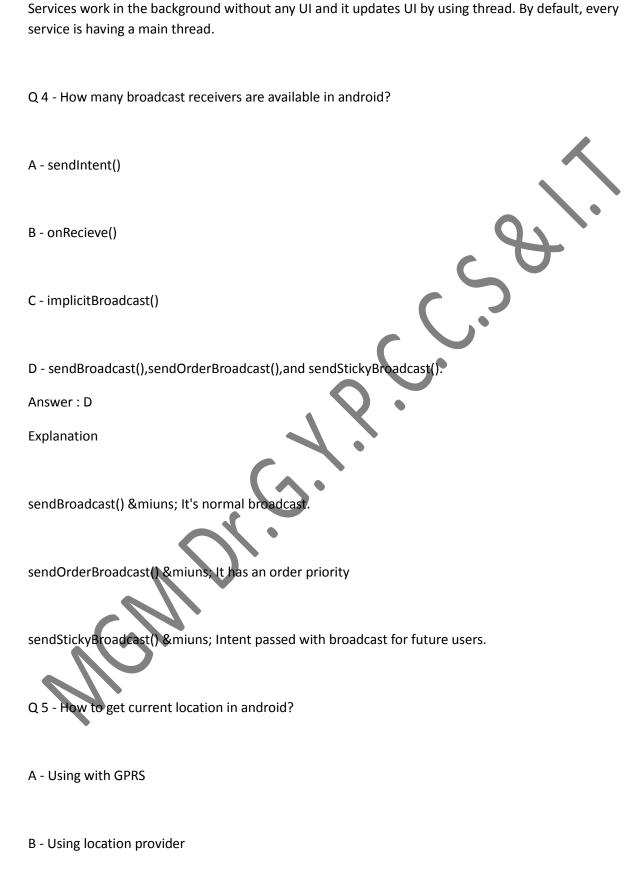
A - onCreate() -> onStart() -> onActivityStarted() -> onResume() -> onPause() -> onStop() -> onActivityDistroy() -> onDestroy()

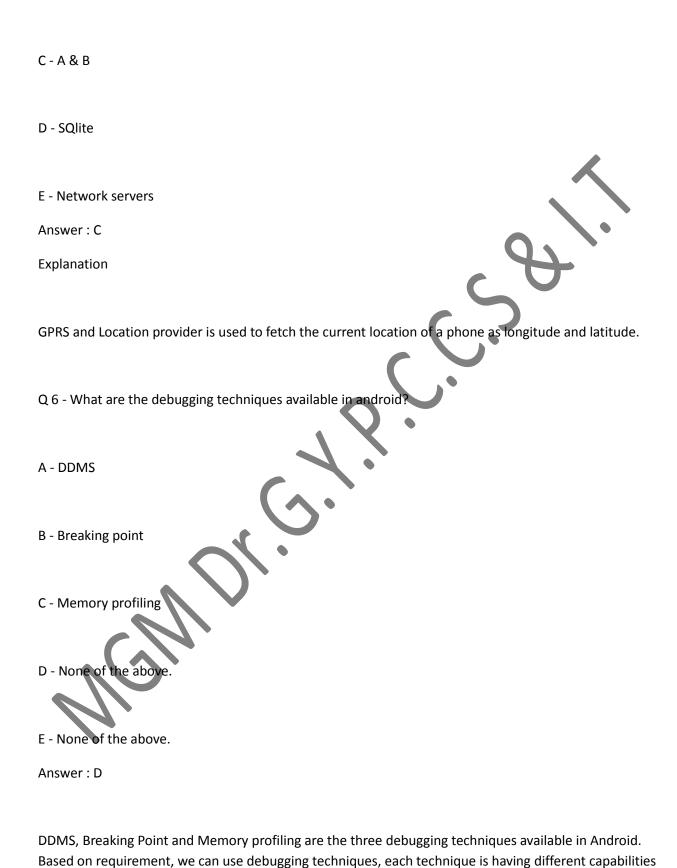
B - OnCreate() -> onStart() -> onResume() -> onPause() -> onStop() -> onRestart() -> onDestroy() C - OnCreate() -> onStart() -> onPause() -> onResume() -> onStop() -> onDestroy() D - ->onResume() Answer: B Explanation OnCreate() - The system will call this, when an activity is created first time onStart() - The system will call this, when an activity starts the actions/action on UI. onResume() – The system will call this, when onRestart() or onPause() is called. onPause() -> The system will call this, when an activity going into the background. onStop() – The system will call this, when an activity going into stop. system will call this, when an activity going to stop stage and to start the activity again. onRestart() The system will call this, when an activity going in stop mode.

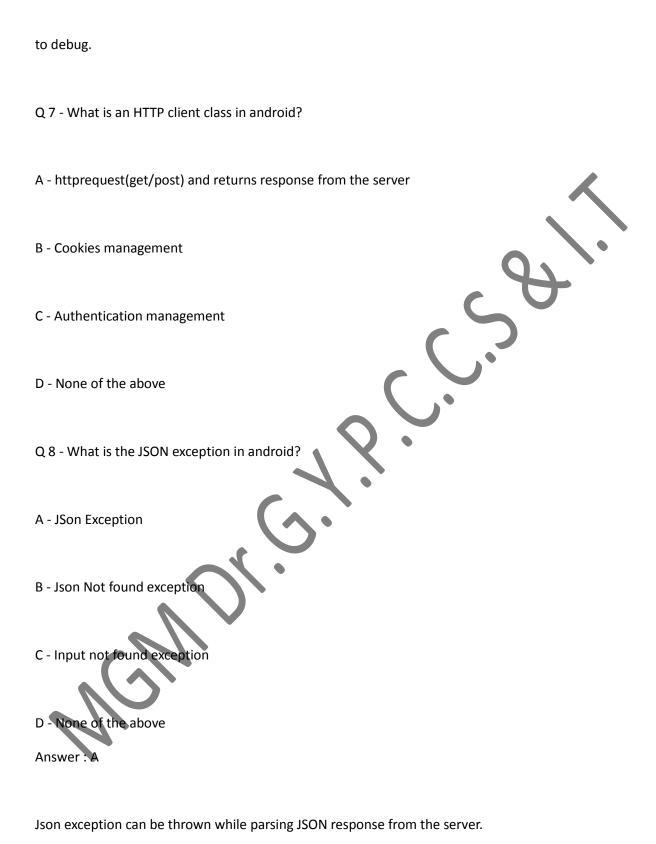
Q 2 - What is Manifest.xml in android?

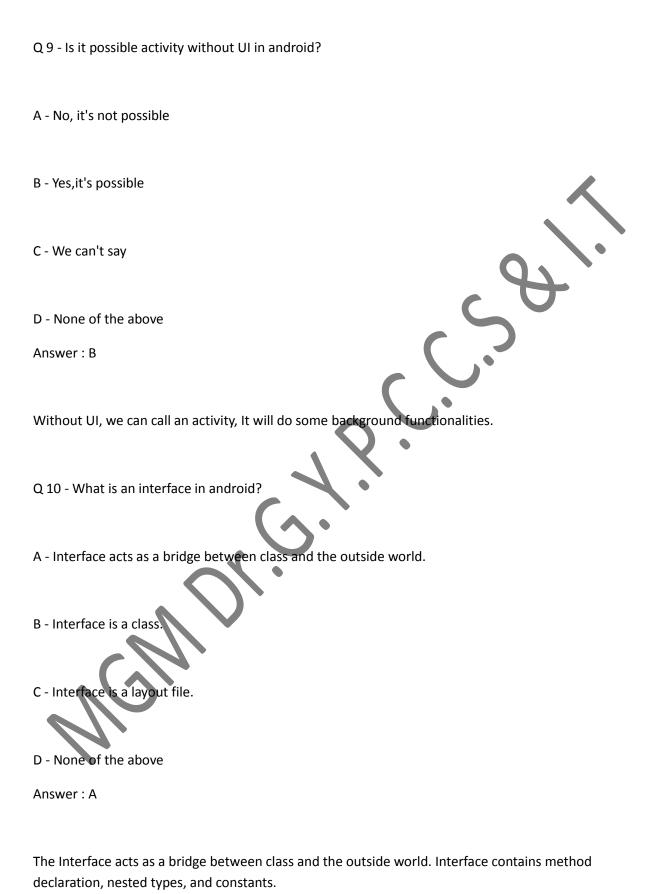
A - It has information about layout in an application

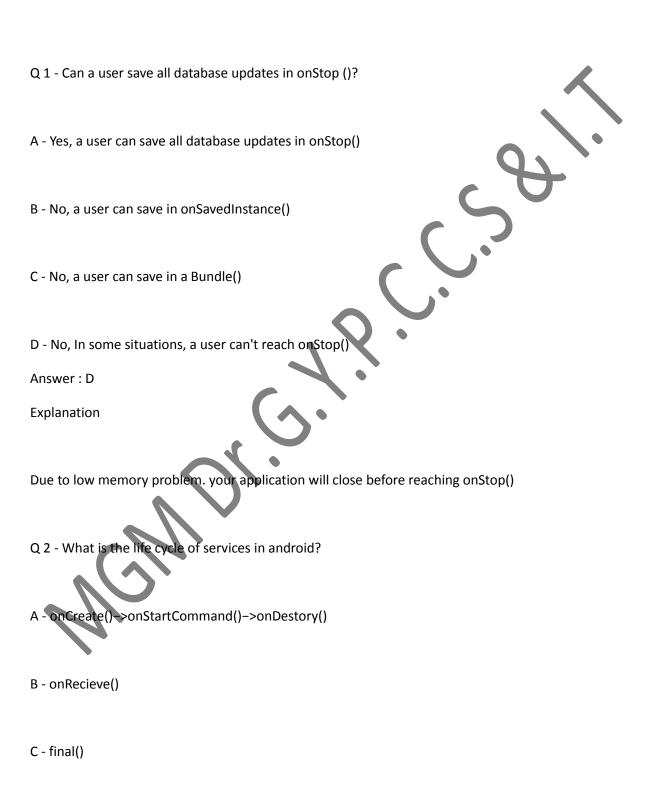
B - It has the information about activities in an application
C - It has all the information about an application
D - None of the above
Answer: C
Explanation
Manifest.xml is having information about application as number components in your application, Activity information, service information, and icon about an application
Each application has at least one Manifest file. Without manifest file we can't generate the APK file.
Q 3 - What is the difference between services and thread in android?
A - Services performs functionalities in the background. By default services run on main thread only
B - Thread and services are having same functionalities.
C - Thread works on services
D - None of the above
Answer : A
Explanation

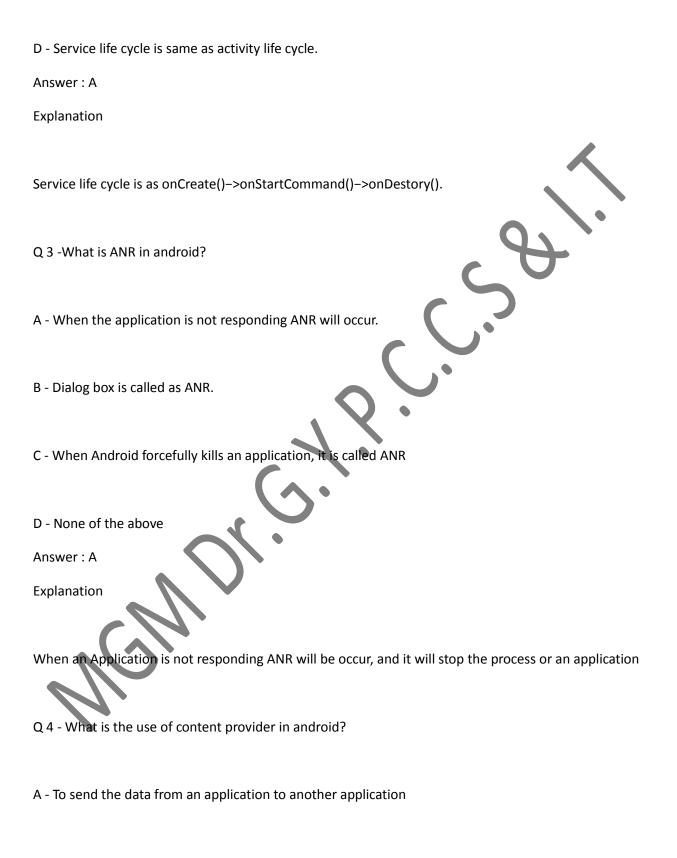


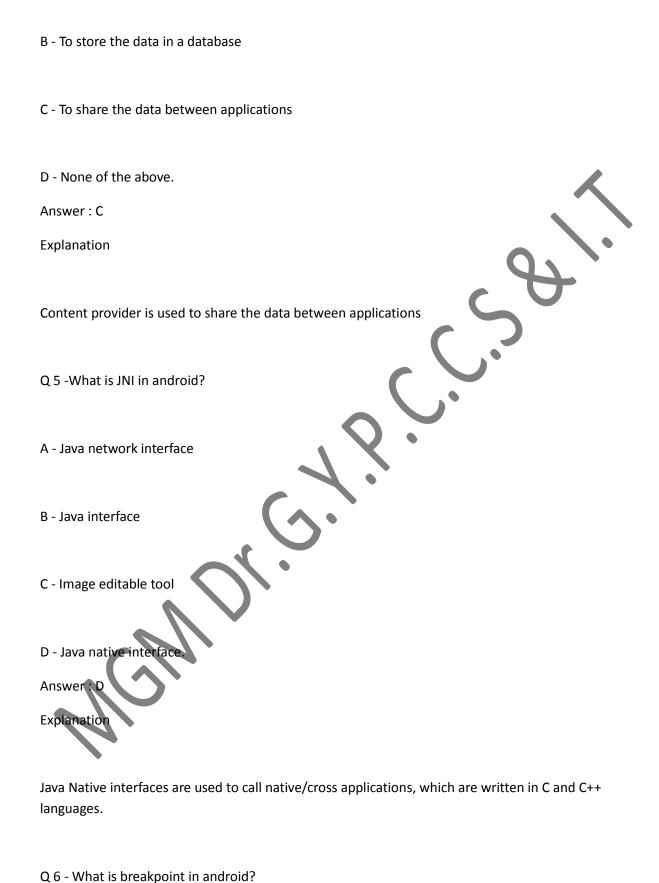


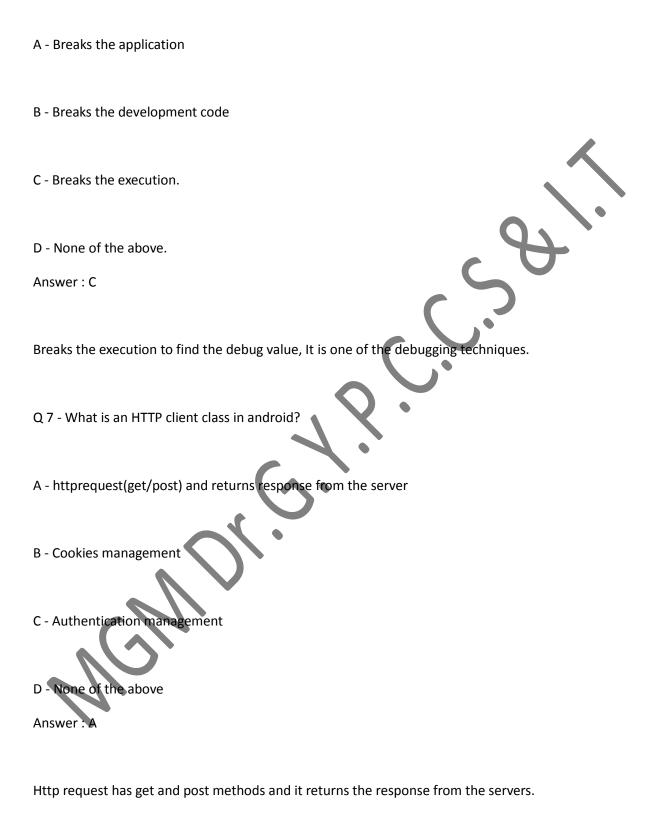


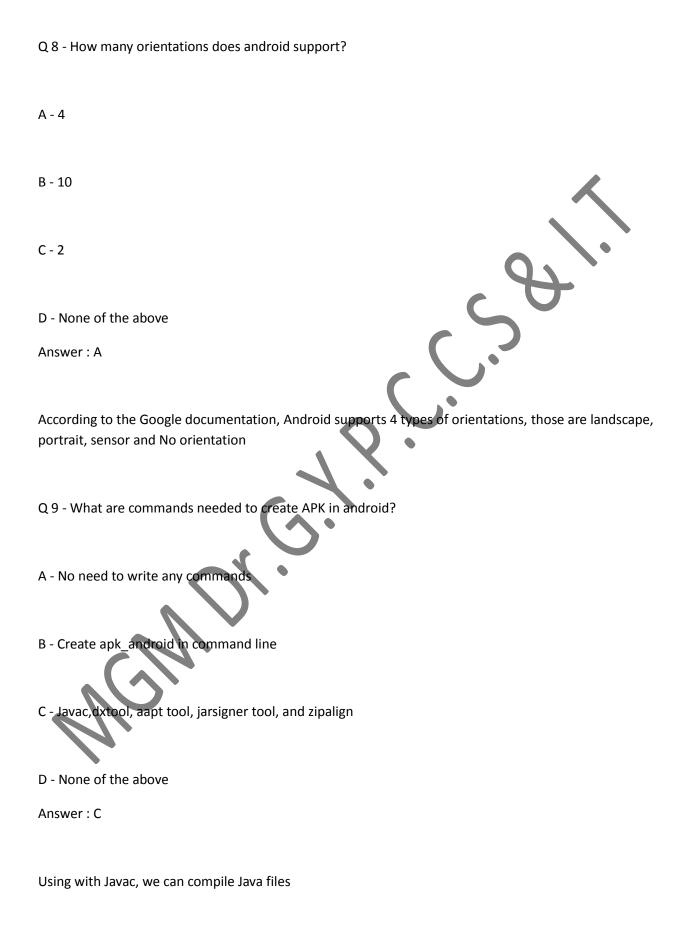


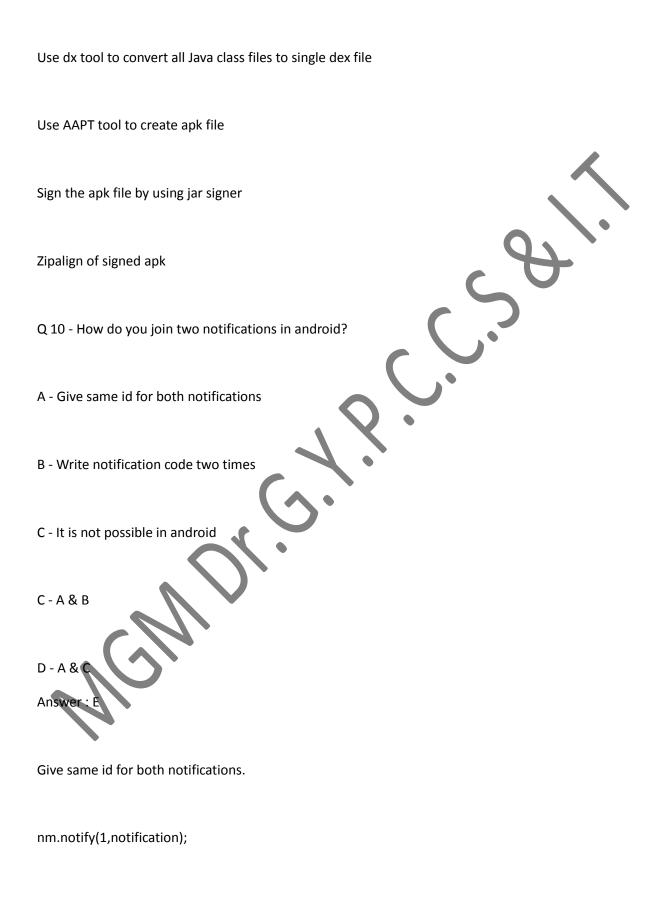


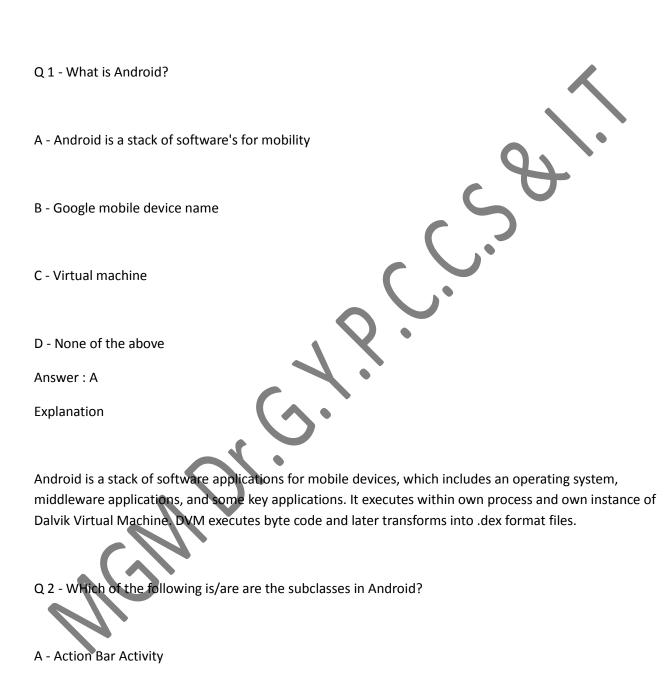




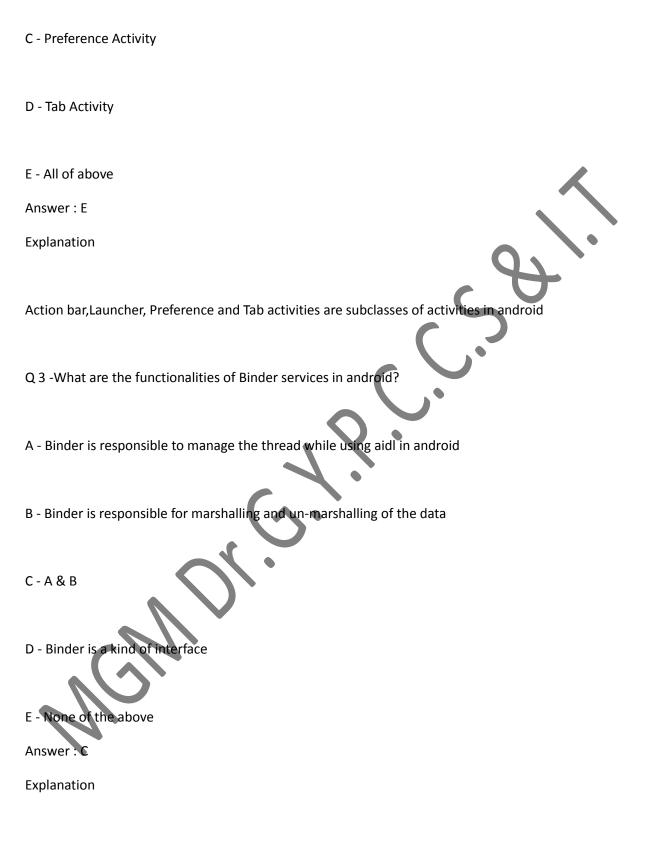








B - Launcher Activity



Binder is responsible to manage the thread while creating aidl and is responsible to do marshalling and un-marshalling of the data. Binders have sub functionalities and interface for clients

Q 4 - What is sleep mode in android?
A - Only Radio interface layer and alarm are in active mode
B - Switched off
C - Air plane mode
D - None of the Above
Answer: A
Explanation
CPU will be in sleeping mode and it does not take any commands except radio interface layer and alarm
from mobile.
Q 5 - What is singleton class in android?
A - A class that can create only one object
B - Anonymous class
C - Java class
D - Manifest file
Answer: A

Explanation

There is only an object which can be accessed by all other class.

Q 6 - What is DDMS in android?

A - Dalvik memory server

B - Device memory server

C - Dalvik monitoring services

D - Dalvik debug monitor services

Answer: D

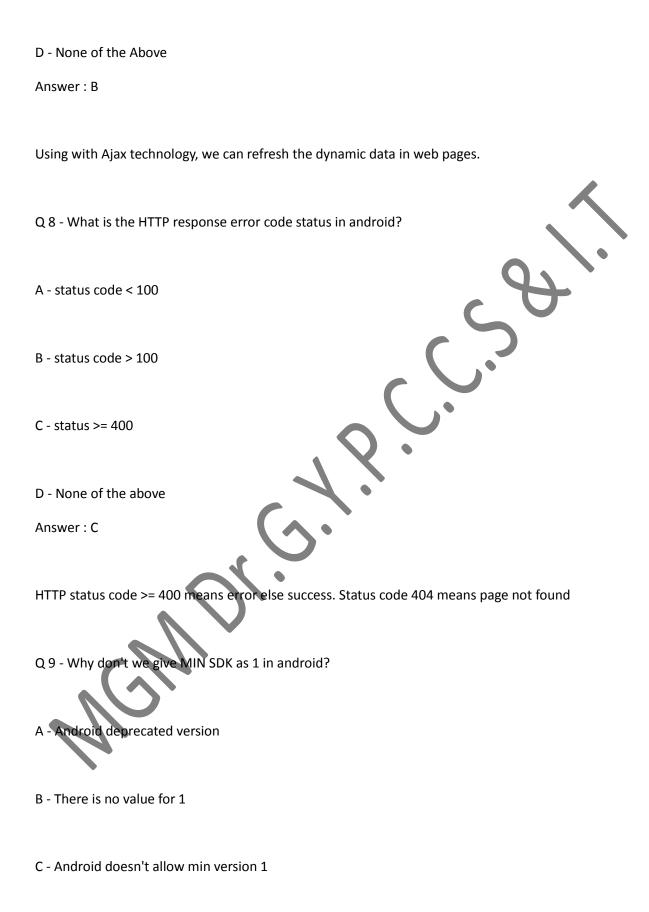
DDMS provides port forwarding, screen capturing, memory mapping, logcat, calls, SMS etc.

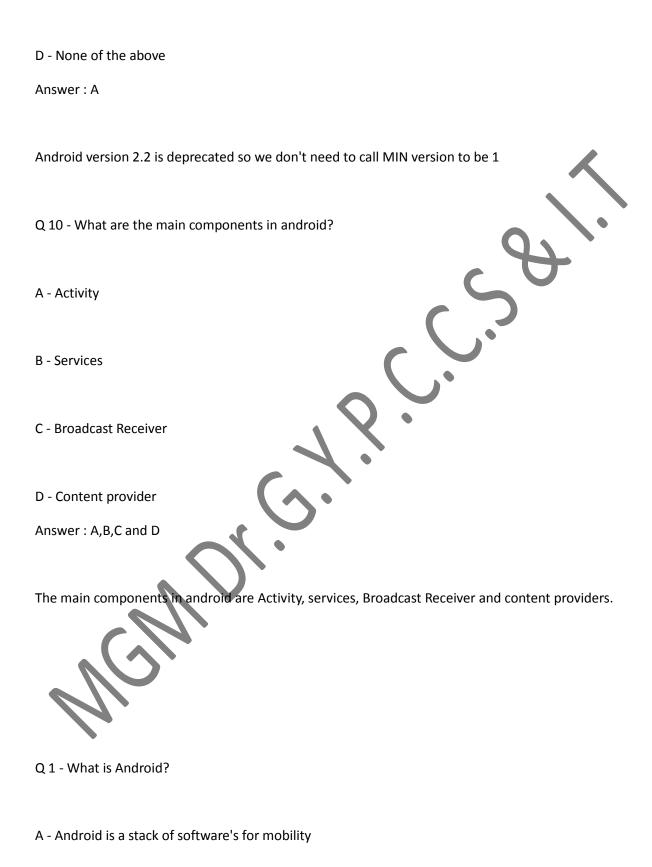
Q 7 - In which technique, we can refresh the dynamic content in android?

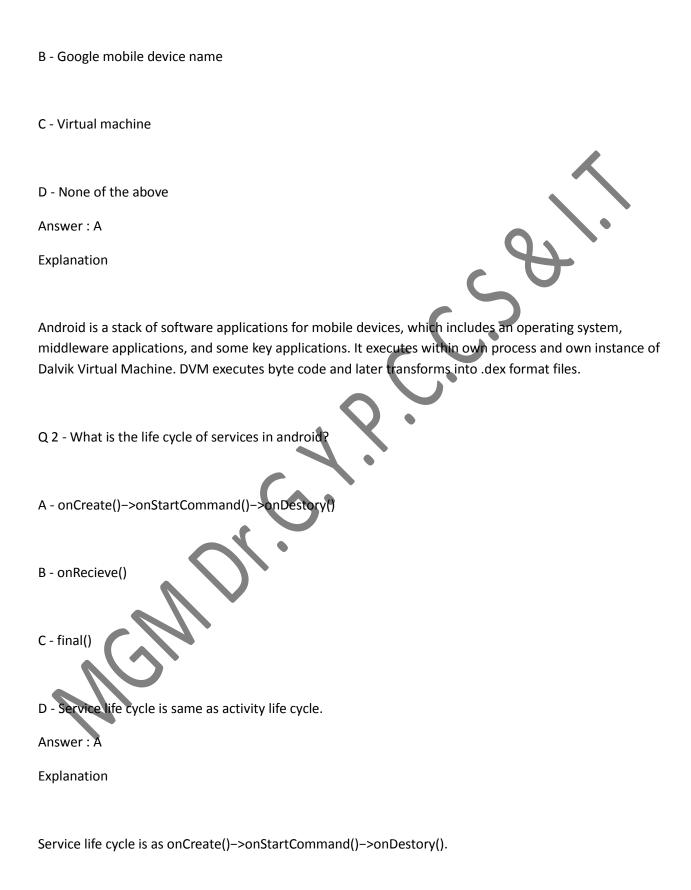
Δ - Java

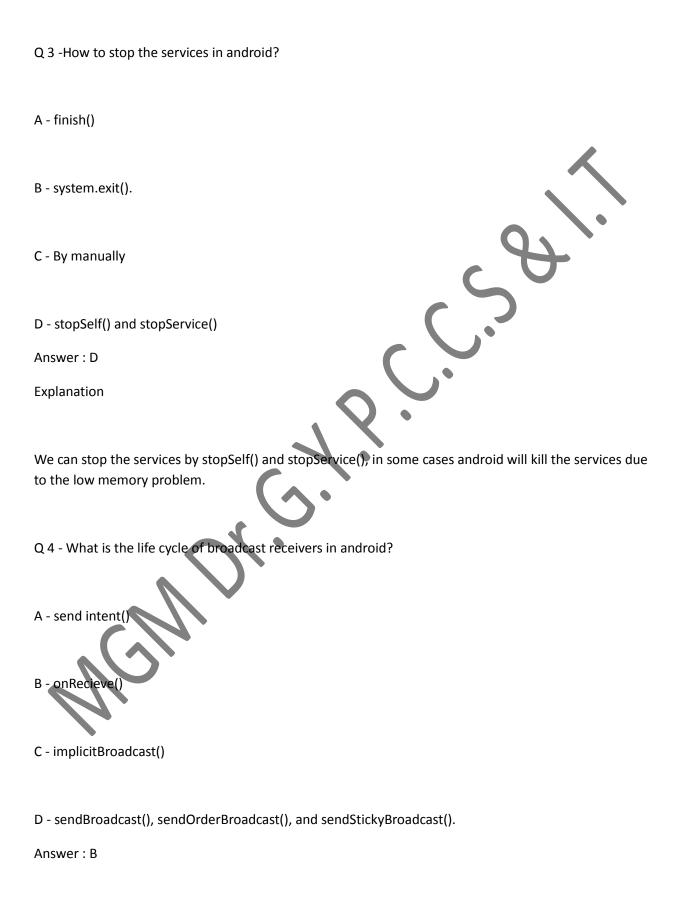
B - Ajax

C - Android



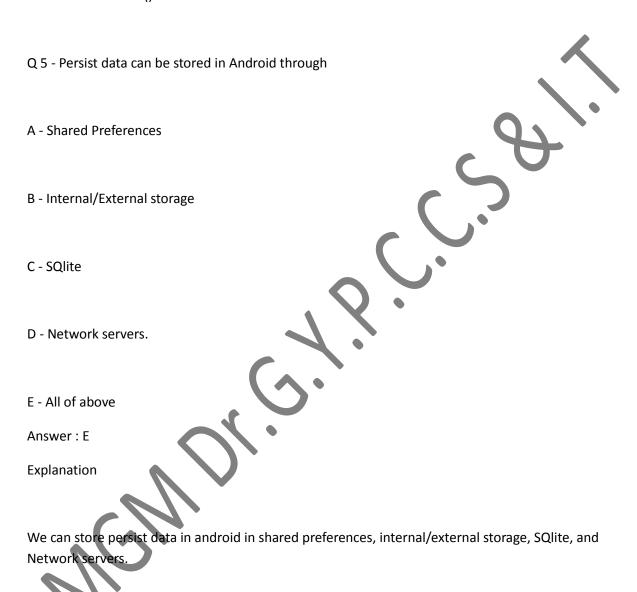






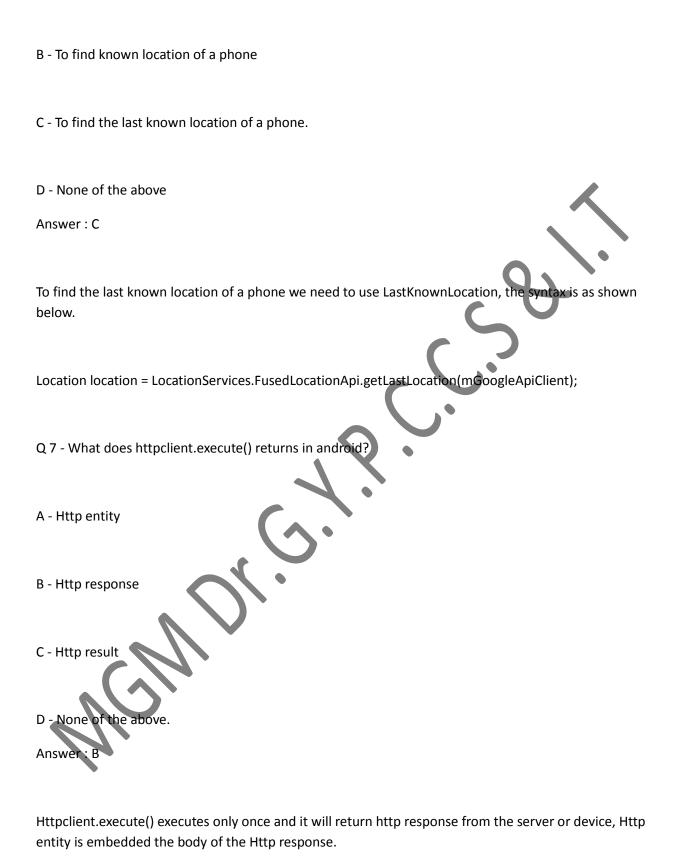
Explanation

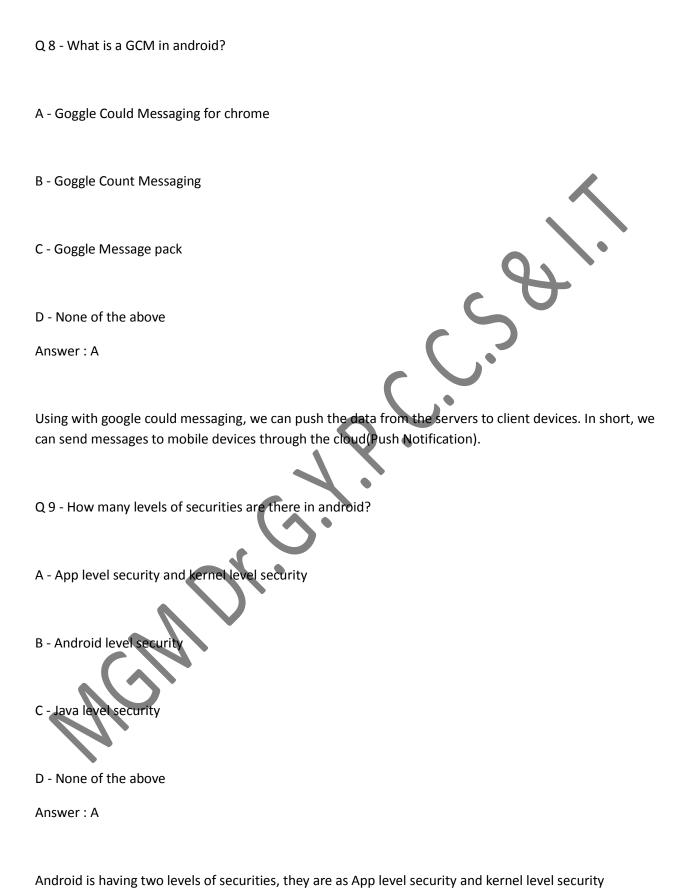
Broadcast receiver has only onReceive() method. Broadcast starts from onRecieve() and control comes out from onRecieve().



A - To find the last location of a phone

Q 6 -What is LastKnownLocation in android?

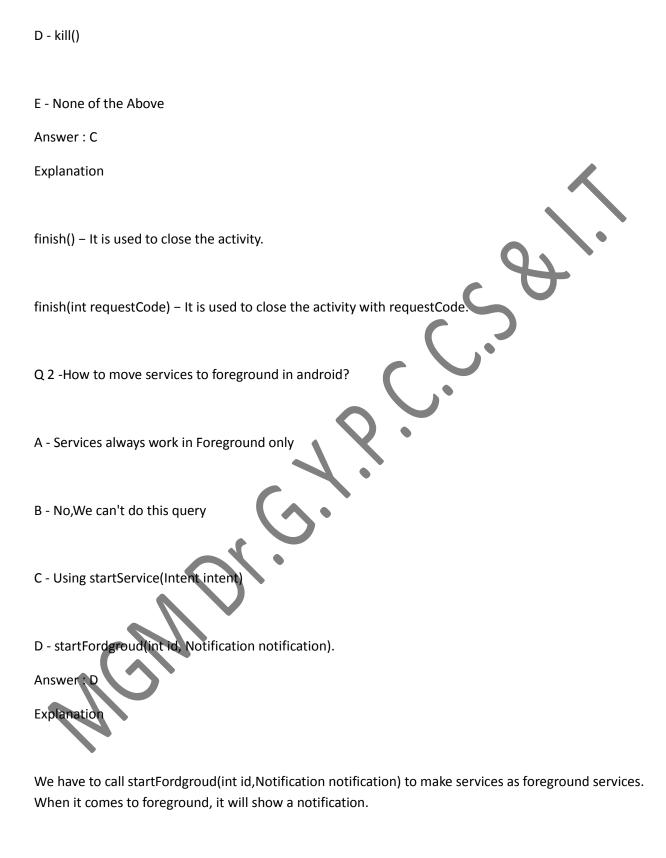




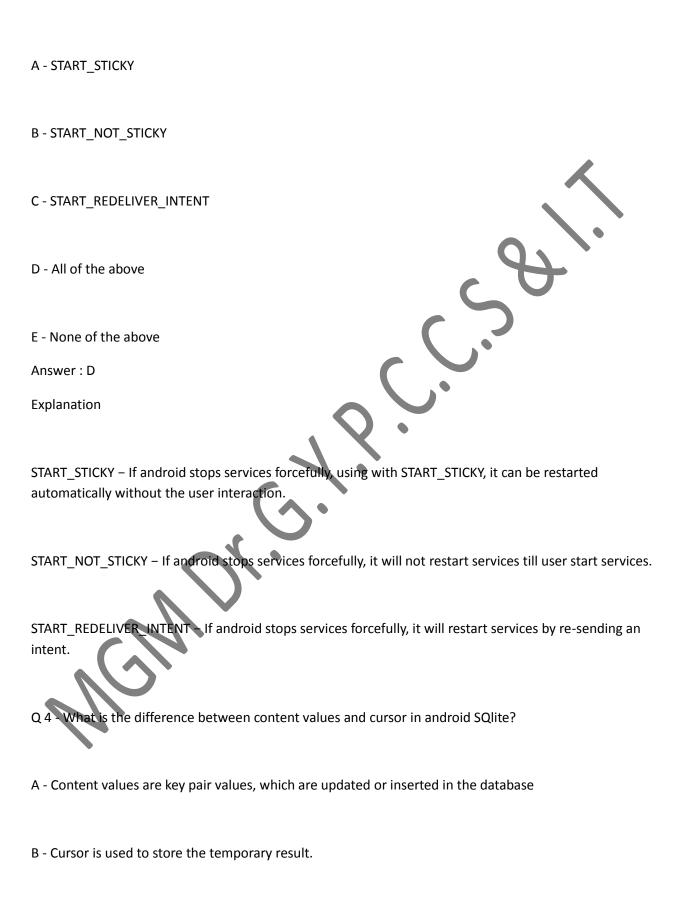
A - No, it can't B - Yes, Class can be immutable C - Can't make the class as final class D - None of the above Answer: B Class can be immutable. Q 1 - How to kill an activity in Android? B - finishActivity(int requestCode)

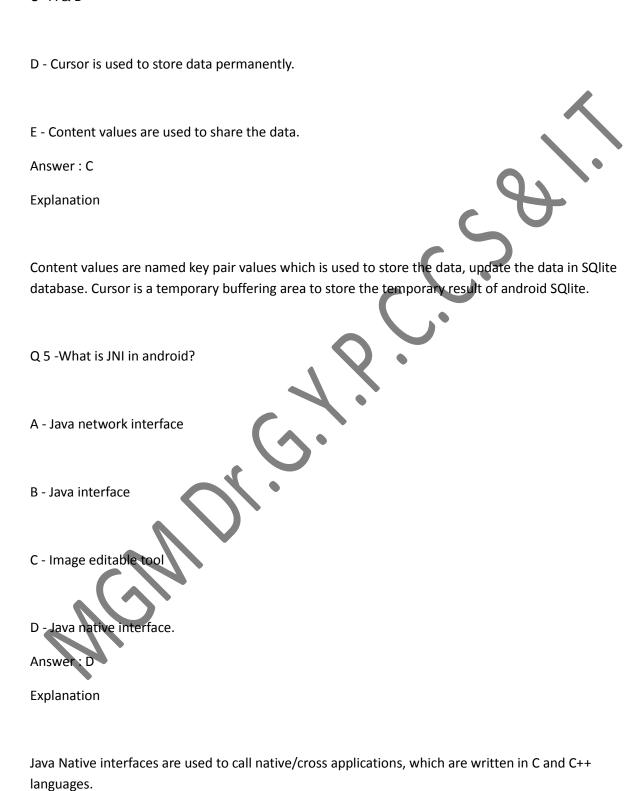
Q 10 - Can a class be immutable in android?

C - A & B

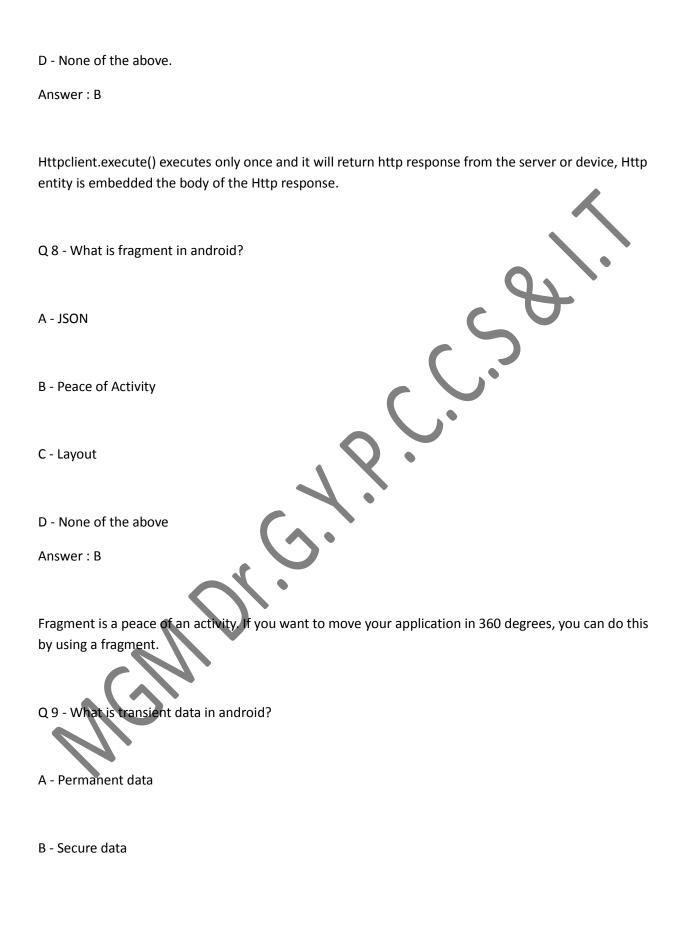


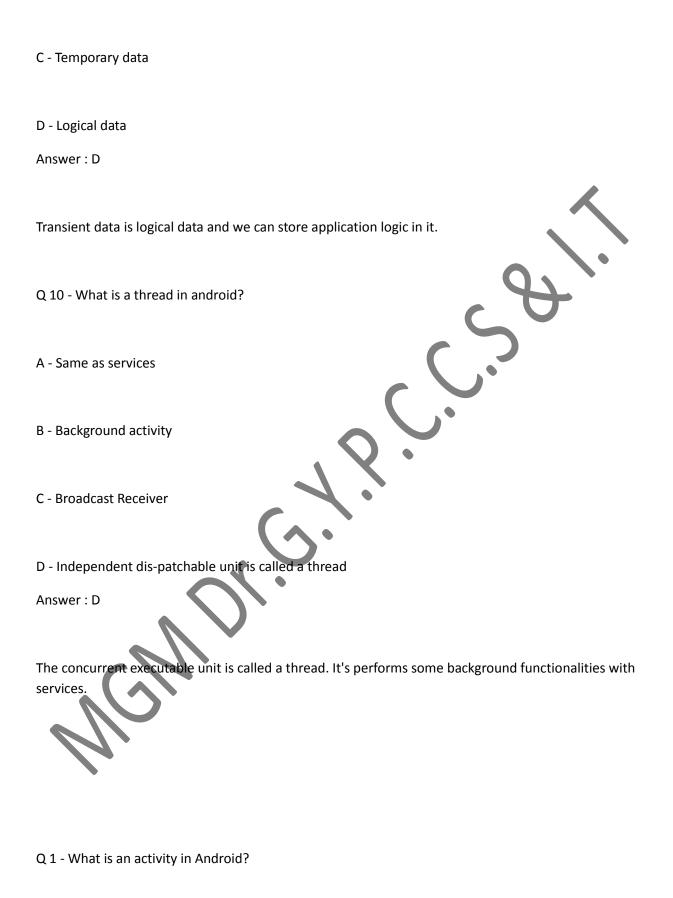
Q 3 -What are the return values of onStartCommand() in android services?

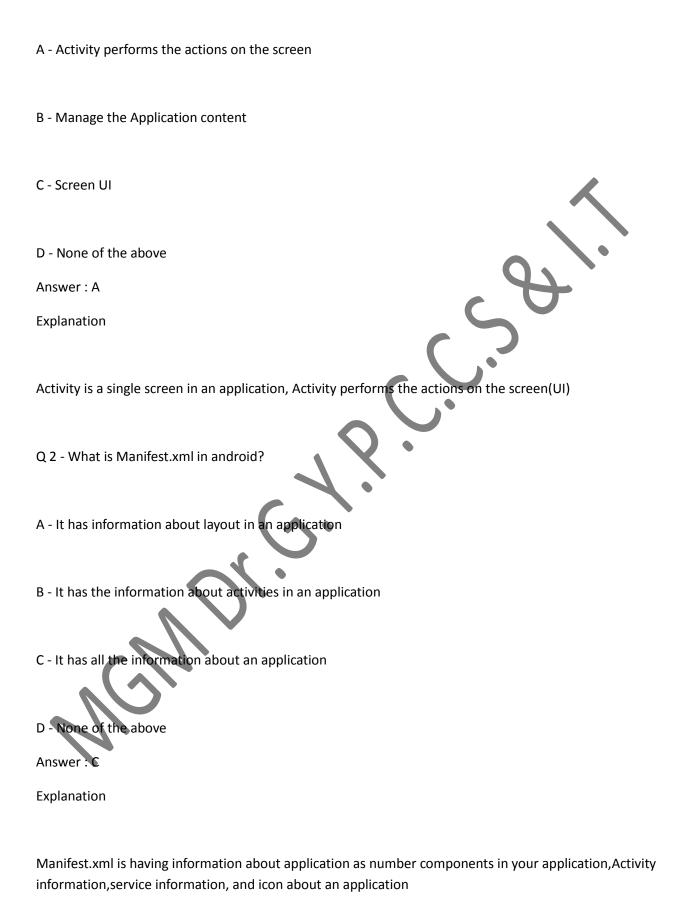


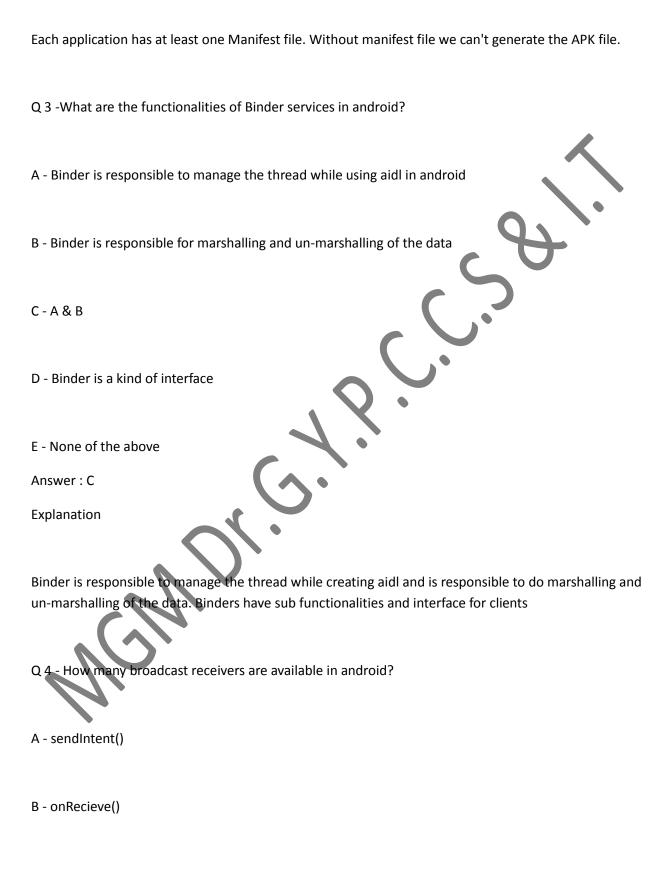


Q 6 - What are the debugging techniques available in android?
A - DDMS
B - Breaking point
C - Memory profiling
D - None of the above.
E - None of the above.
Answer : D
DDMS, Breaking Point and Memory profiling are the three debugging techniques available in Android.
Based on requirement, we can use debugging techniques, each technique is having different capabilities to debug.
Q 7 - What does httpclient, execute() returns in android?
A - Http entity
B - Http response
C - Http result

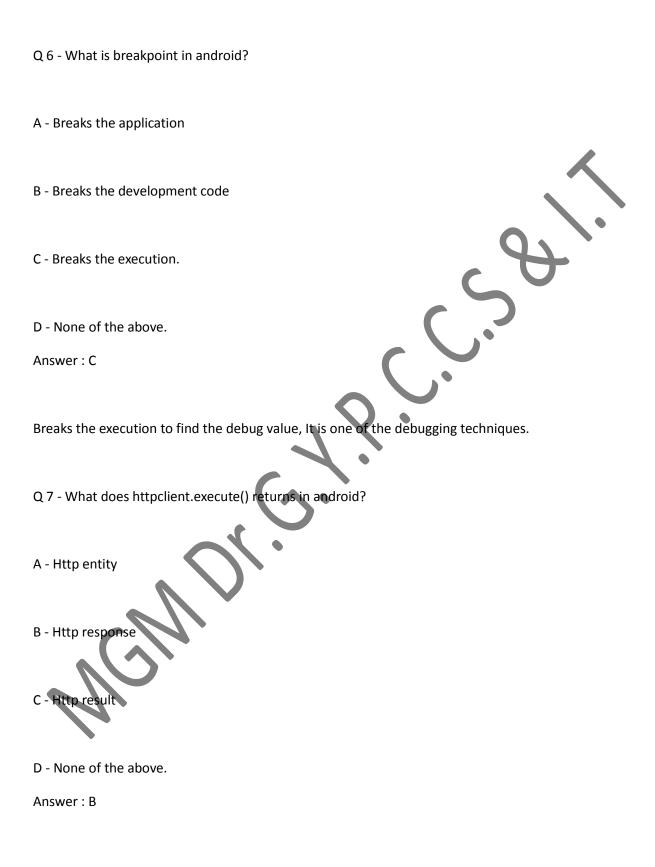


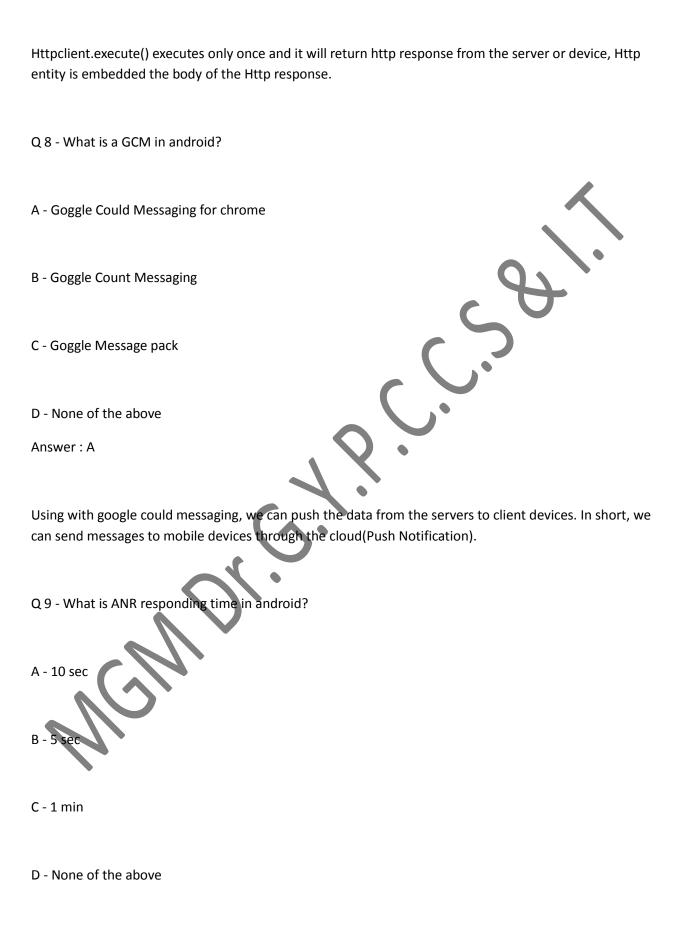




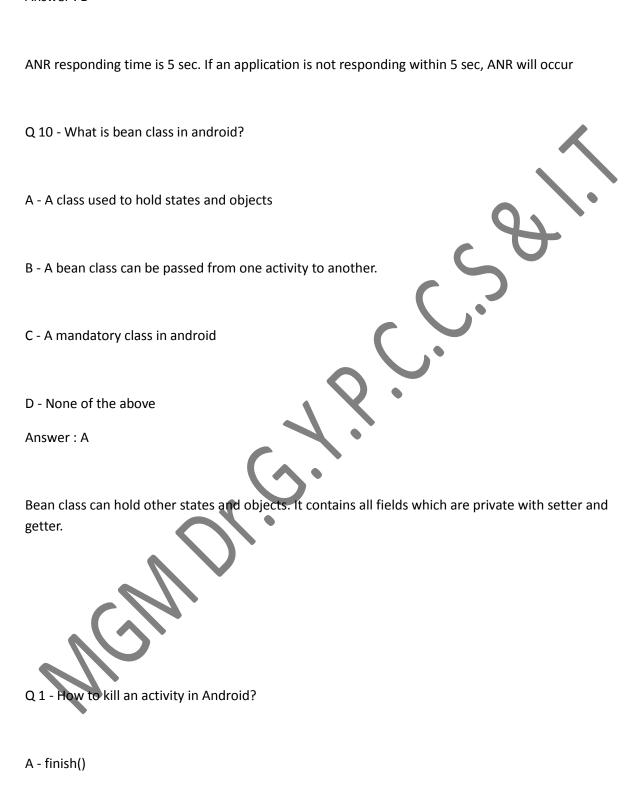


C - implicitBroadcast()
D - sendBroadcast(),sendOrderBroadcast(),and sendStickyBroadcast().
Answer : D
Explanation
sendBroadcast() &miuns It's normal broadcast.
sendOrderBroadcast() &miuns It has an order priority
sendStickyBroadcast() &miuns Intent passed with broadcast for future users.
Q 5 - What is an anonymous class in android?
A - Interface class
B - A class that does not have a name but have functionalities in it
C - Java class
D - Manifest file Answer : B
Explanation
Anonymous class doesn't have class name but has some functionalities in it.



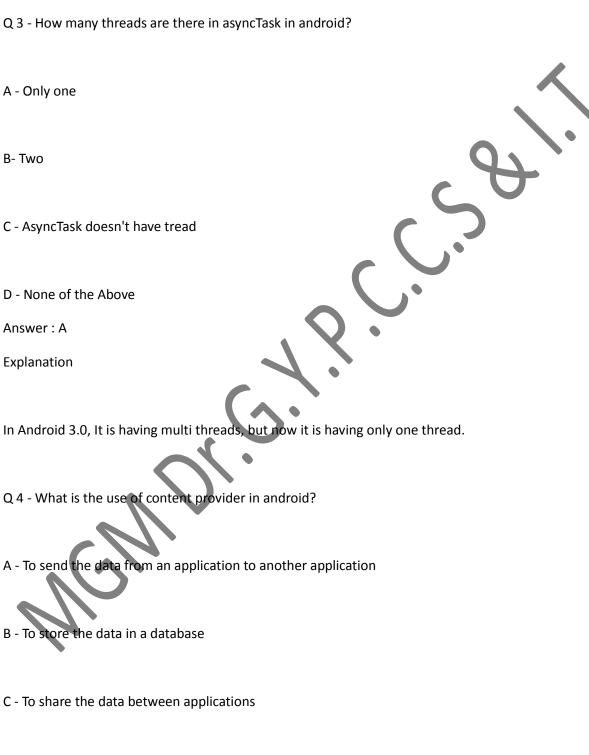


B - finishActivity(int requestCode)

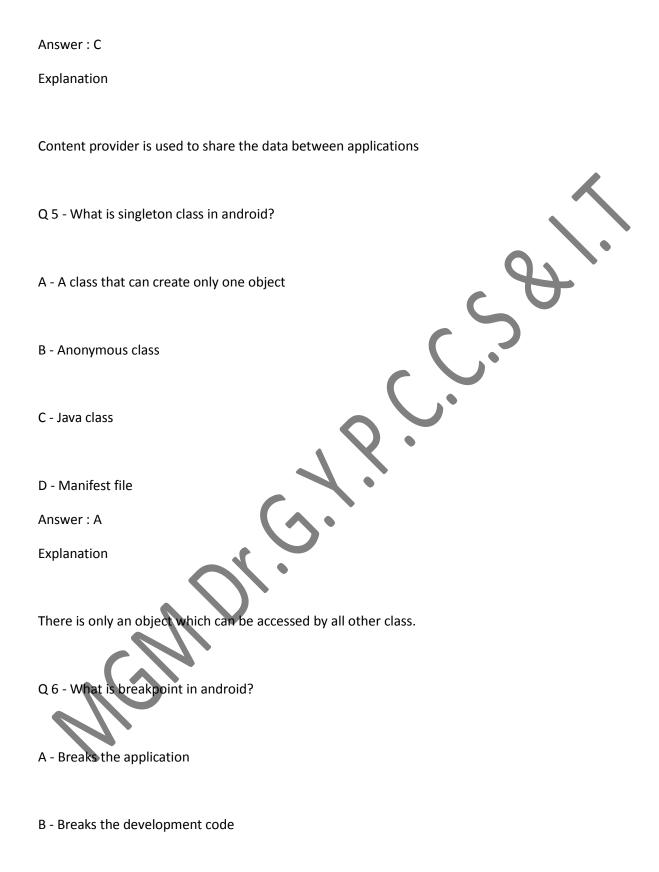


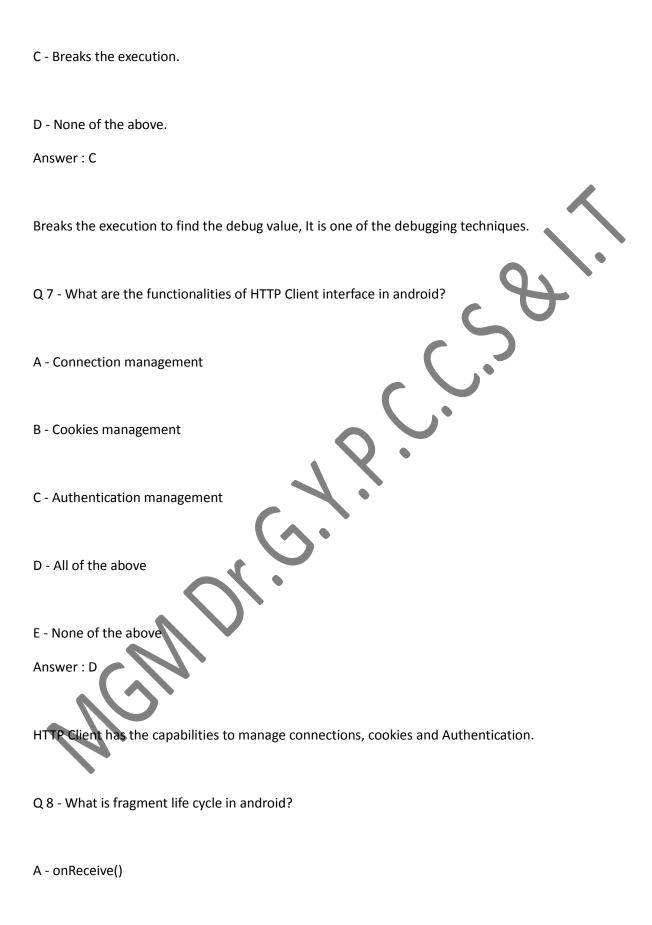
C - A & B
D. 1:11(1)
D - kill()
E - None of the Above
Answer : C
Explanation
finish() – It is used to close the activity.
finish(int requestCode) – It is used to close the activity with requestCode.
Q 2 - On which thread services work in android?
A - Worker Thread
B - Own Thread
C - Main Thread
D - None of the above.
Answer : C
Explanation

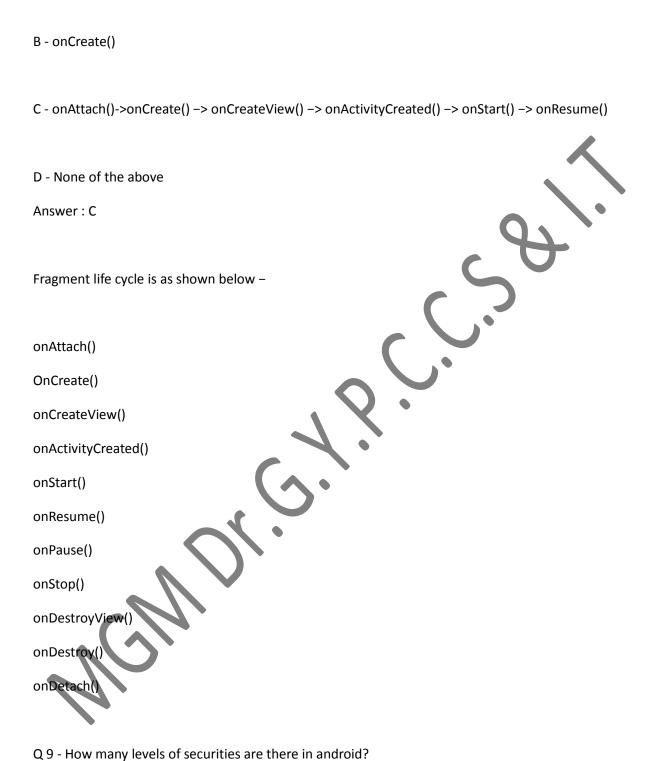
Services, by default, work on Main thread. You can start services from any thread, but if you want to update the UI, you need to call Main thread.



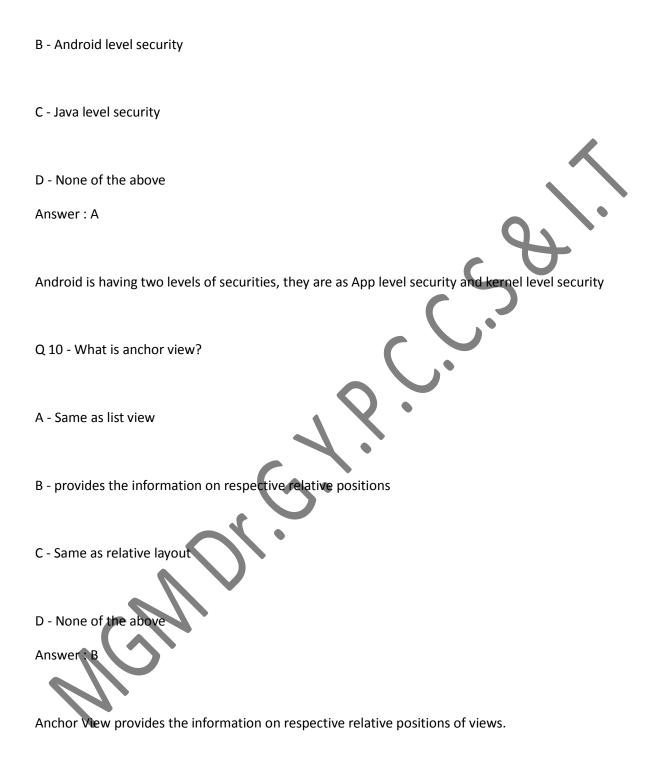
D - None of the above.







A - App level security and kernel level security



Q 1 - Explain android activity life cycle?

A - onCreate() -> onStart() -> onActivityStarted() -> onResume() -> onPause() -> onStop() -> onActivityDistroy() -> onDestroy()

B - OnCreate() -> onStart() -> onResume() -> onPause() -> onStop() -> onRestart() -> onDestroy()

C - OnCreate() -> onStart() -> onPause() -> onResume() -> onStop() -> onDestroy()

D - ->onResume()

Answer: B

Explanation

OnCreate() – The system will call this, when an activity is created first time.

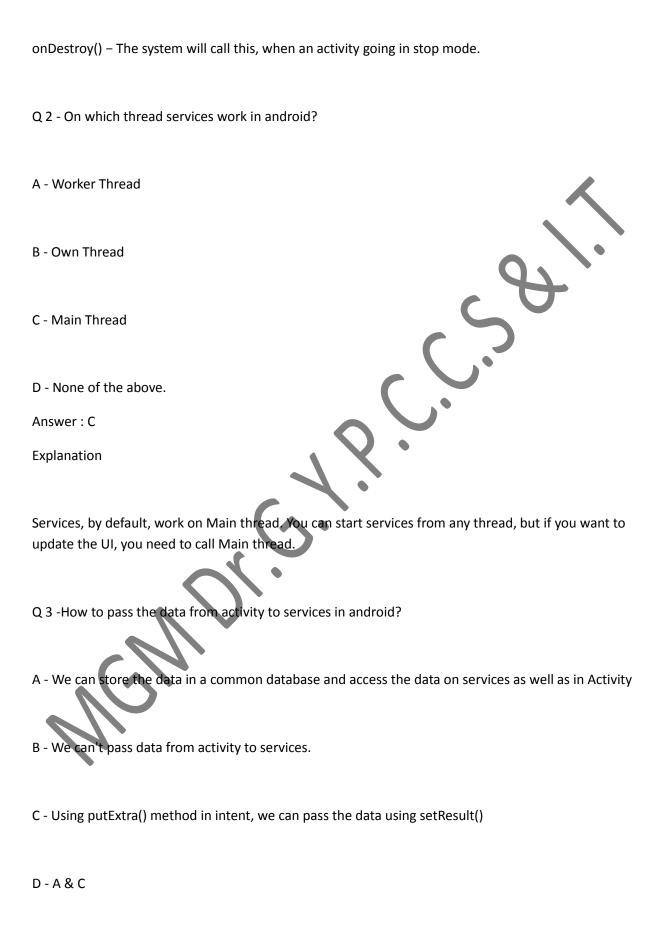
onStart() - The system will call this, when an activity starts the actions/action on UI.

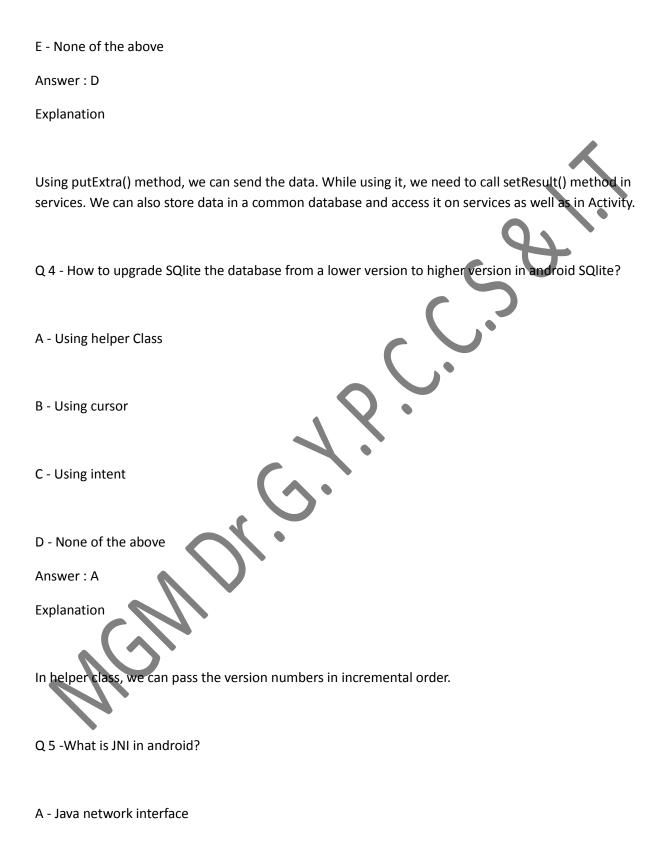
onResume() – The system will call this, when onRestart() or onPause() is called.

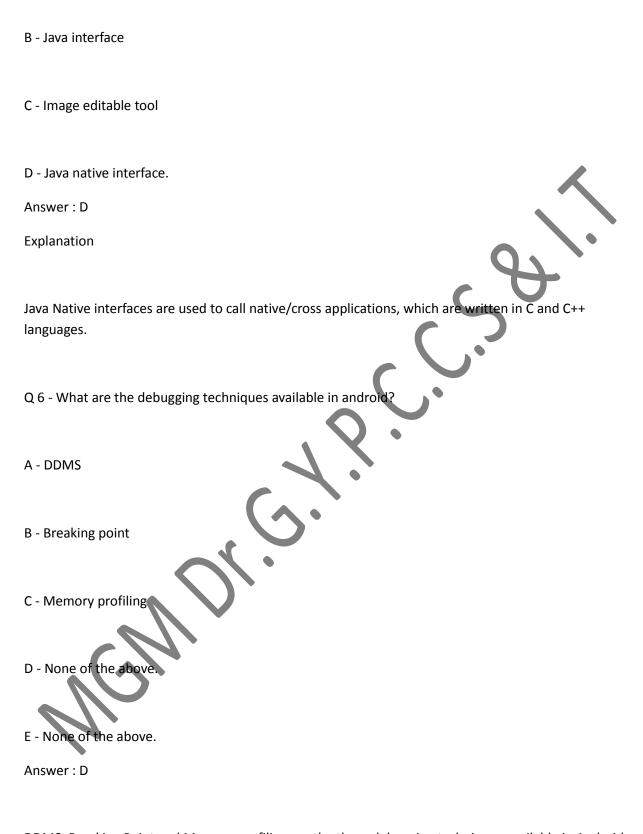
onPause() -> The system will call this, when an activity going into the background.

onStop() – The system will call this, when an activity going into stop.

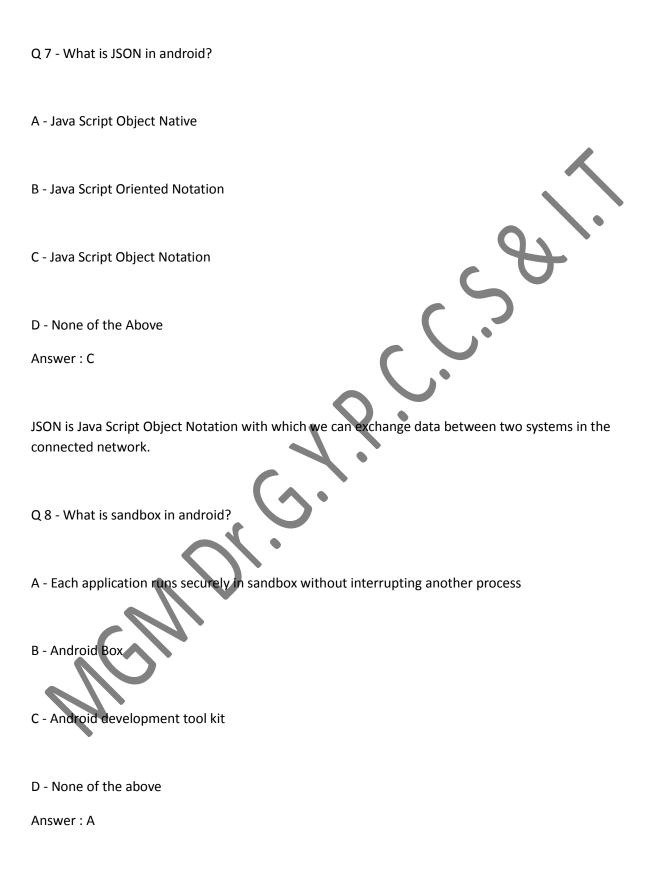
onRestart() – The system will call this, when an activity going to stop stage and to start the activity again.







DDMS, Breaking Point and Memory profiling are the three debugging techniques available in Android. Based on requirement, we can use debugging techniques, each technique is having different capabilities to debug.



Each application runs securely in sandbox without interrupting another process. If an application is running in a sandbox, outside application can't touch sandbox application

Q 9 -What are return types of startActivityForResult() in android?

A - RESULT_OK

B - RESULT_CANCEL

C - RESULT_CRASH

D-A&B

E-B&C

Answer: D

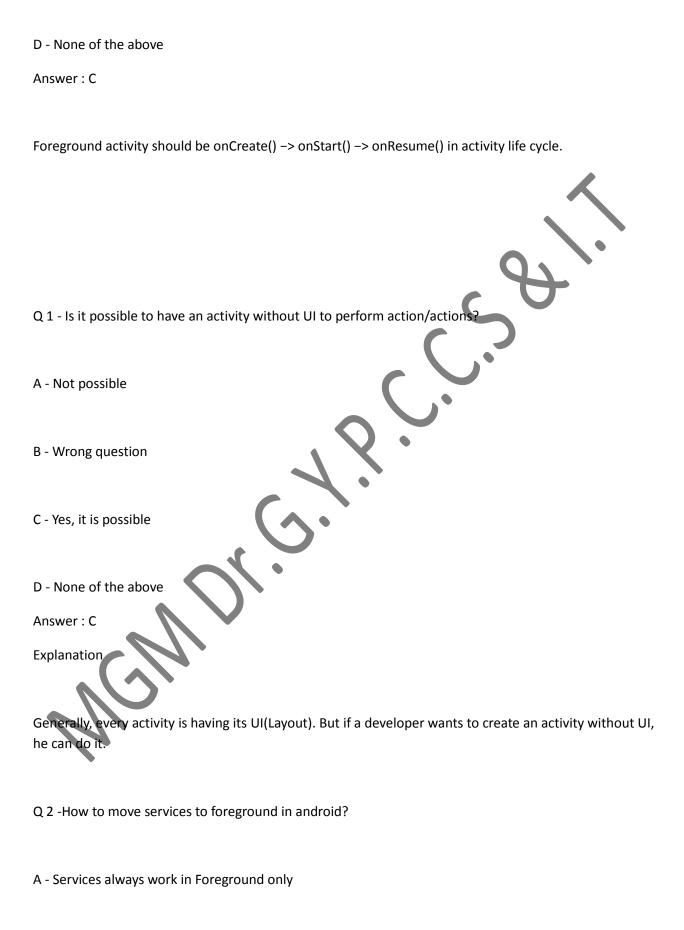
strartActivityforResult() returns RESULT_OK and RESULT_CANCEL.

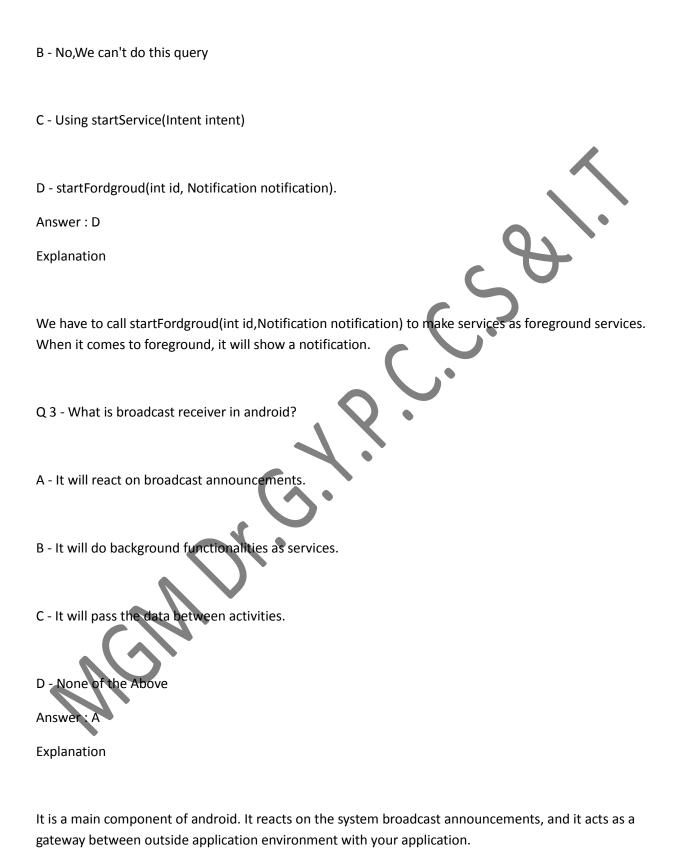
Q 10 - What is the life cycle of foreground activity in android?

A - onCreate() -> onStart() -> onResume() -> onStop() -> onRestart

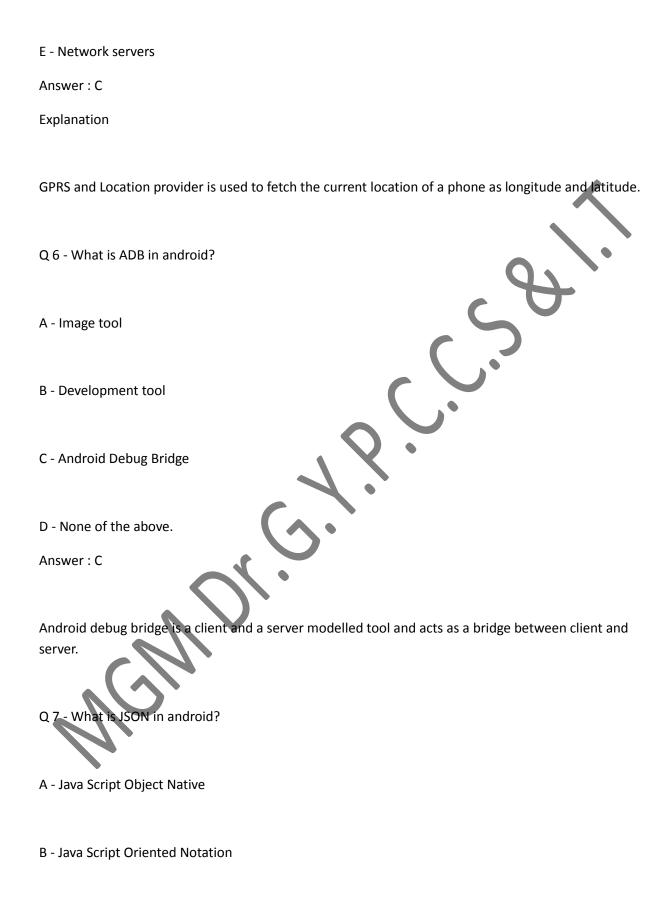
B - onCreate() -> onStart() -> onResume() ->onStop()

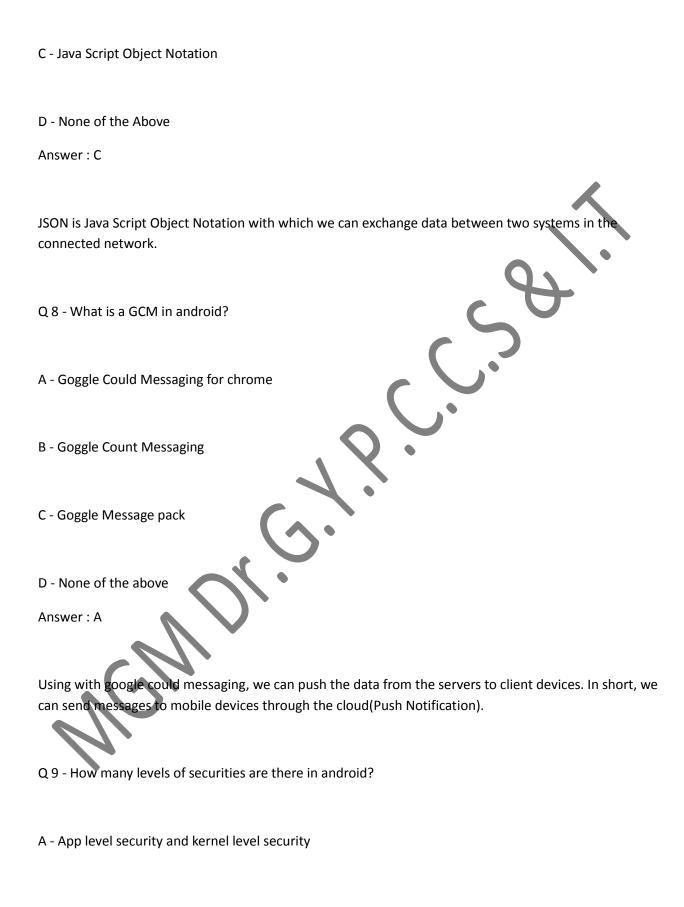
C - onCreate() -> onStart() -> onResume()

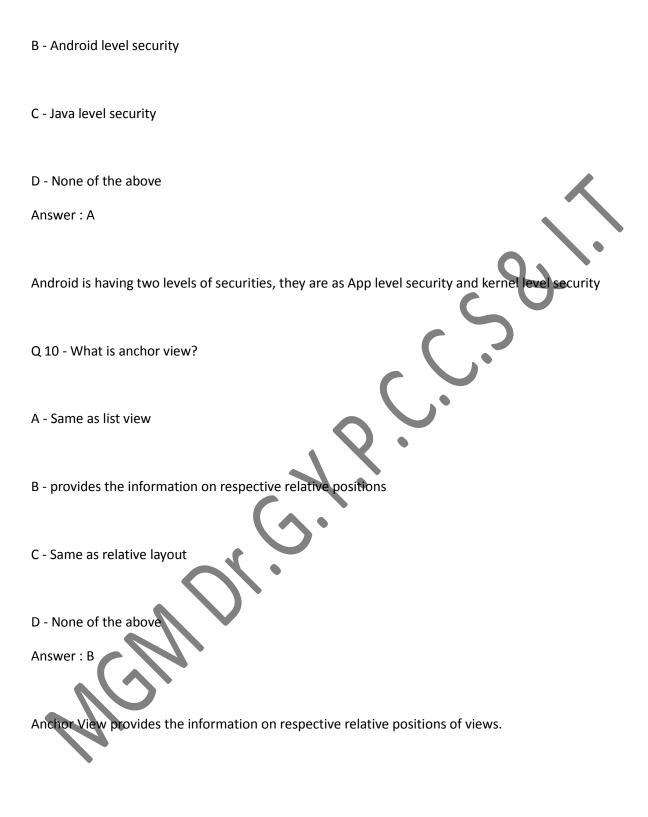


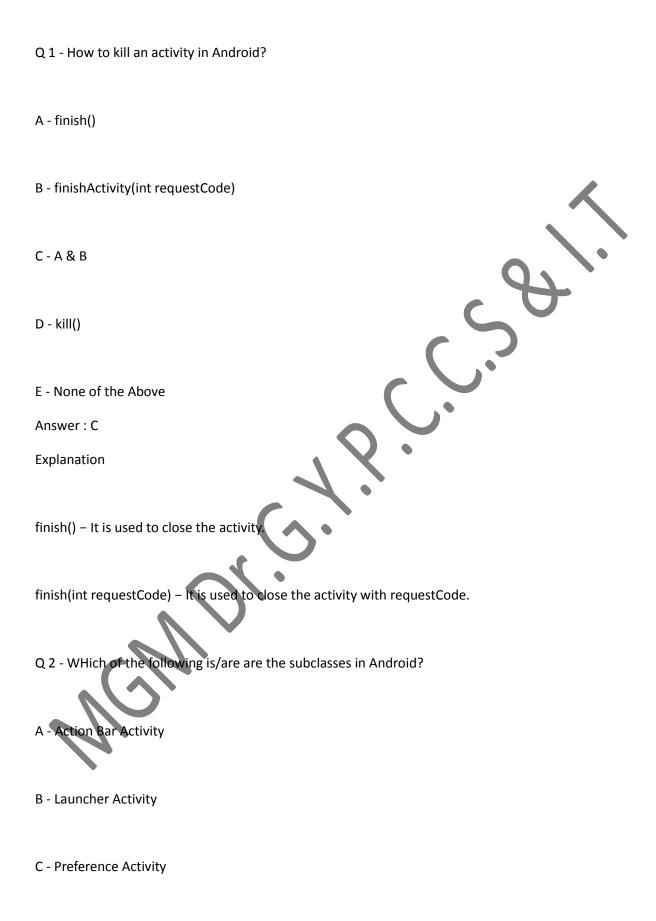


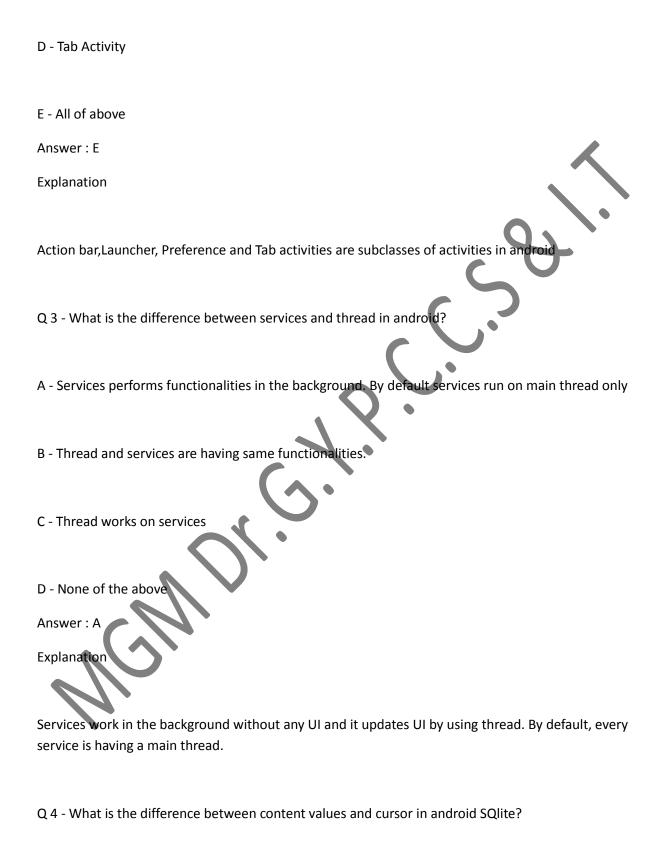
Q 4 - What is the use of content provider in android?
A - To send the data from an application to another application
B - To store the data in a database
C - To share the data between applications
D - None of the above.
Answer : C
Explanation
Content provider is used to share the data between applications
Q 5 - How to get current location in android?
A - Using with GPRS
B - Using location provider
C - A & B
D - SQlite

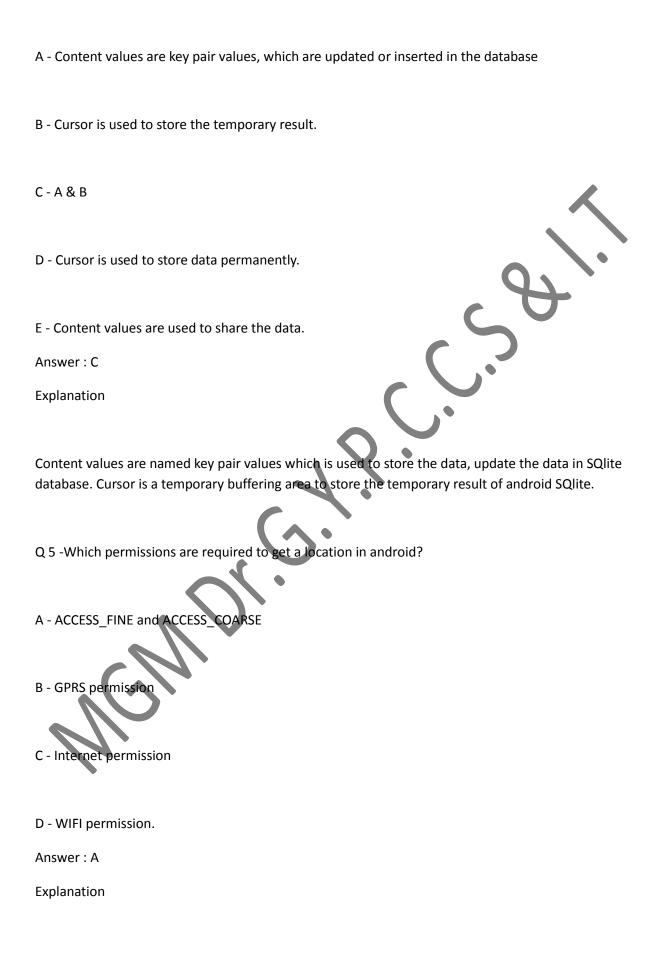








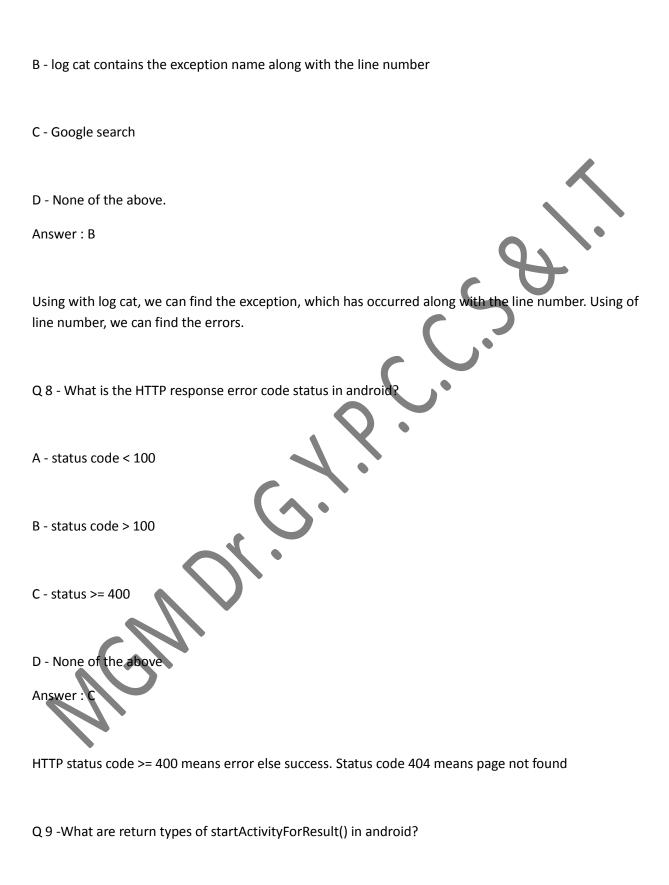


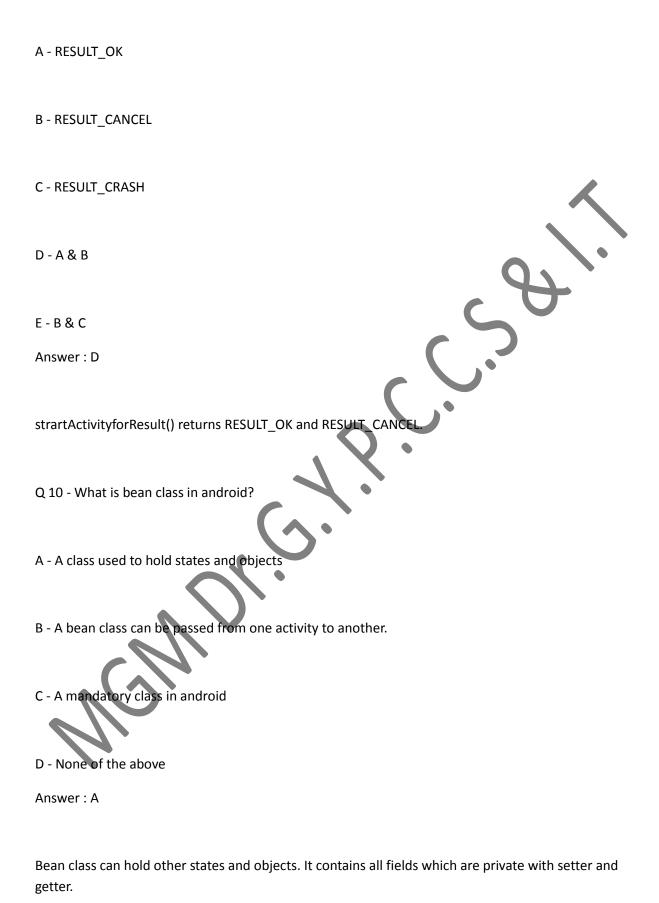


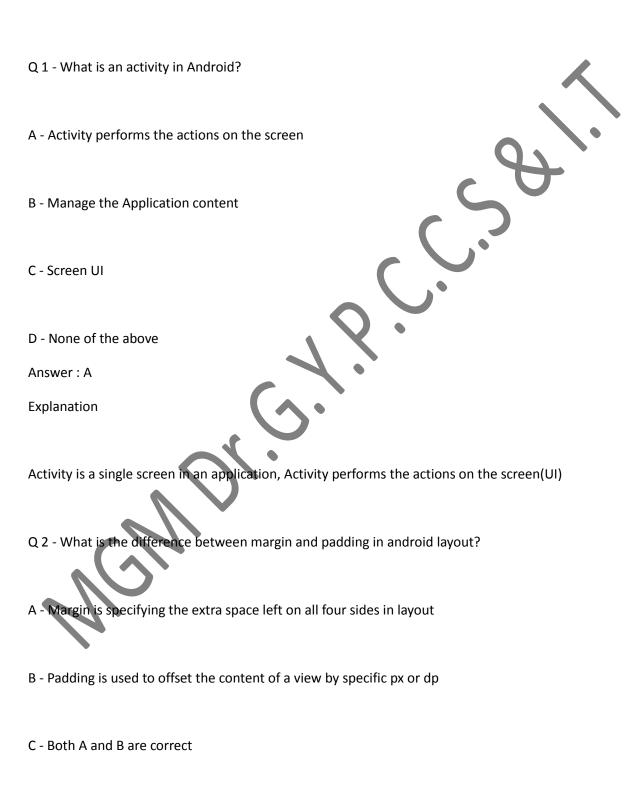
To get a location of a phone, ACCESS_FINE and ACCESS_COARSE permission in manifest file are required. Without these permissions, we can't get the location of a mobile.

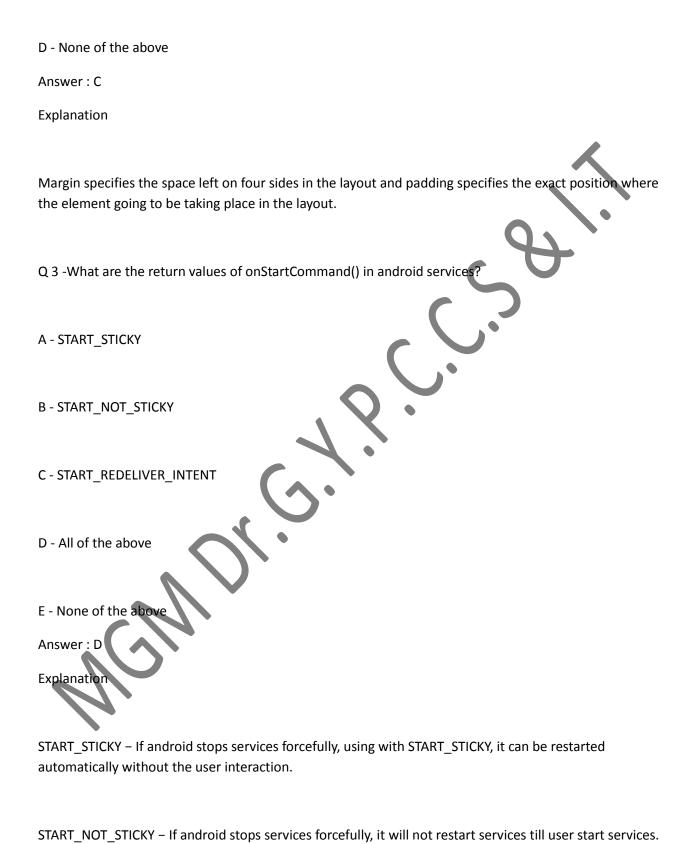
Q 6 - What is log message in android? A - Log message is used to debug a program. B - Same as printf() C - Same as Toast(). D - None of the above. Answer: A The log message is used to debug a program. Some of log messages are shown below log.d-Debugging log log.i Informative lo log.e-Error log log.w-Warning log log.v-verbose log Q 7 - How to fix crash using log cat in android?

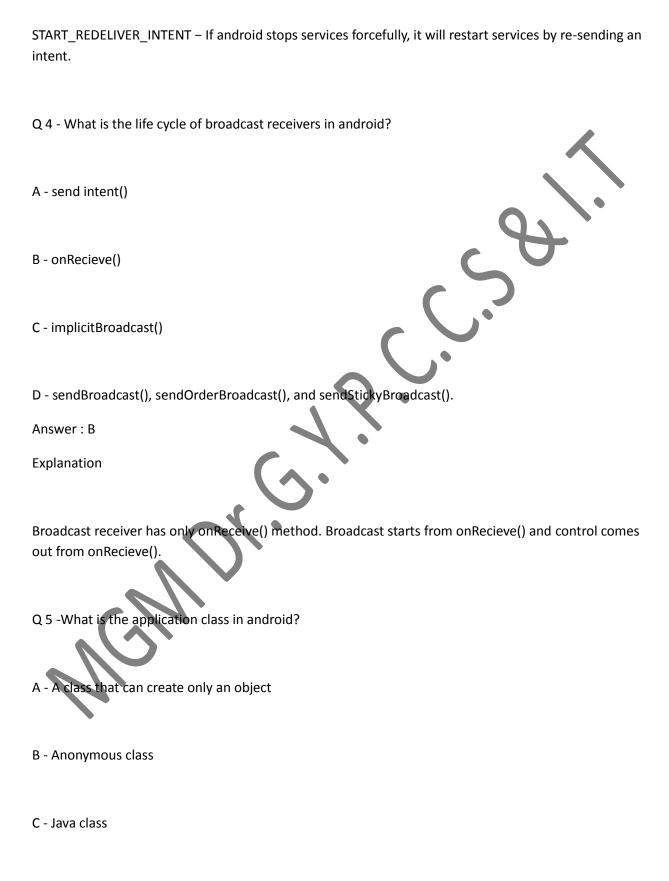
A - Gmail

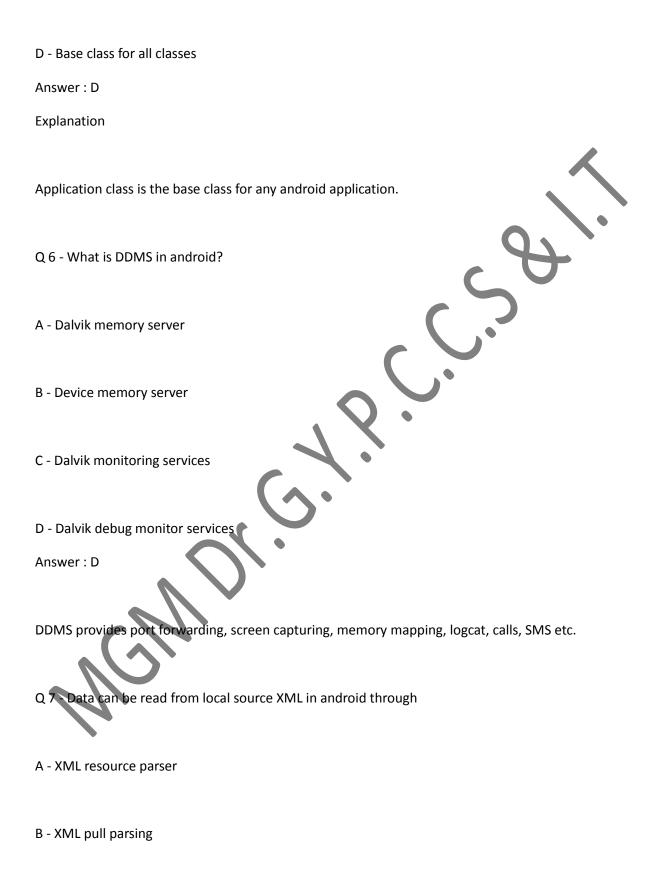


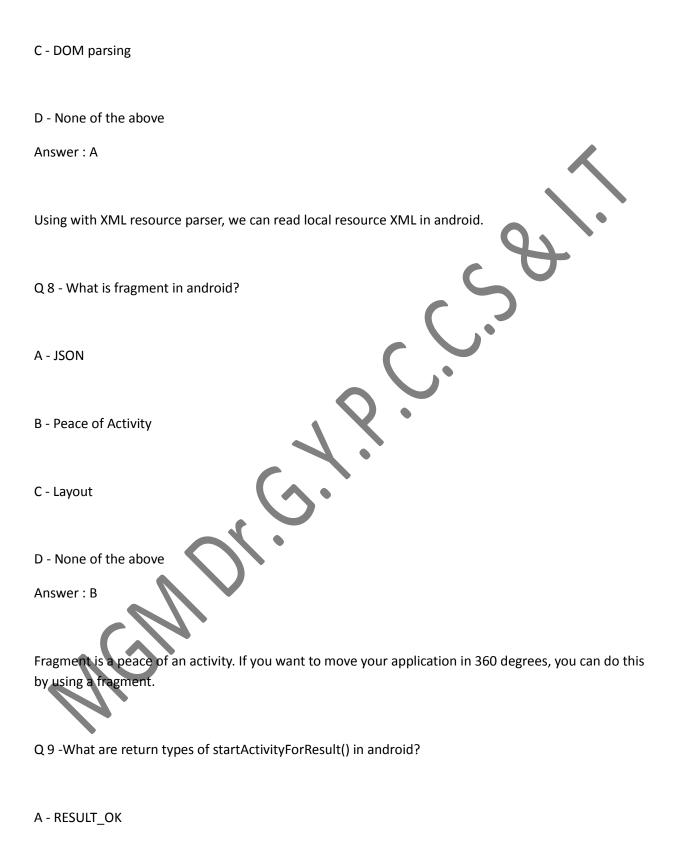


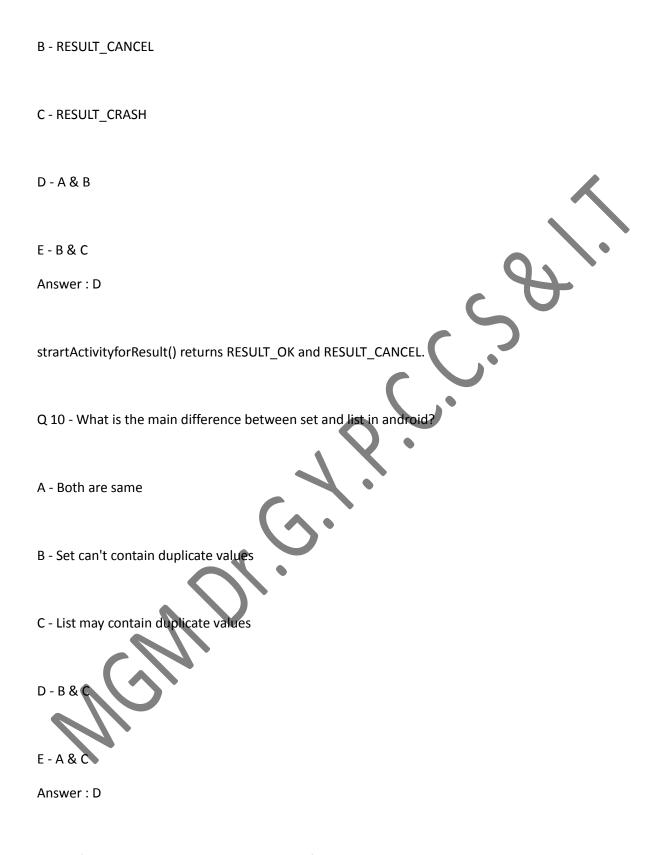












Set can't contain duplicate values. Examples of set are hashset, treeset and linked hash set

