

# 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 above

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

Ans) d

7) Which component is not activated by an Intent?

- a) Activity
- b) Services
- c) ContentProvider
- d) BroadcastReceiver

Ans) c

8) When contentProvider would be activated?

- a) Using Intent
- b) Using SQLite
- c) Using ContentResolver
- d) None of the above

Ans) c

9) Which of the important device characteristics that you should consider as you design and develop your application?

- a) Screen size and density
- b) Input configurations
- c) Device features
- d) Platform Version
- e) All of the above

Ans) e

10) Which are the screen sizes in Android?

- a) small
- b) normal
- c) large
- d) extra large
- e) All of the above

Ans) e

11) Which are the screen densities in Android?

- a) low density
- b) medium density
- c) high density
- d) extra high density
- e) All of the above

Ans) e

12) You can shut down an activity by calling its \_\_\_\_\_ method

- a) onDestroy()
- 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)PreferenceFragment
- 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 the \_\_\_\_\_ class?

- 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 includes core android libraries.

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



c)None of the above.

Ans) a

Q 1 - How to pass the data between activities in Android?

A - Intent

B - Content Provider

C - Broadcast receiver

D - None of the Above

Answer : A

Explanation

An Intent is used to connect one activity to another activity and having a message passing mechanism between activities.

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.

Q 3 -How to pass the data from activity to services in android?

A - We can store the data in a common database and access the data on services as well as in Activity

B - We can't pass data from activity to services.

C - Using putExtra() method in intent, we can pass the data using setResult()

D - A & C

E - None of the above

Answer : D

Explanation

Using putExtra() method, we can send the data. While using it, we need to call setResult() method in services. We can also store data in a common database and access it on services as well as in Activity.

Q 4 - How many applications are there in a given task in android?

A - Two

B - One

C - Many

D - Zero

Answer : C

Explanation

The task is a collaboration of applications. It contains one or more applications in it

Q 5 -Which permissions are required to get a location in android?

A - ACCESS\_FINE and ACCESS\_COARSE

B - GPRS permission

C - Internet permission

D - WIFI permission.

Answer : A

Explanation

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 APK in android?

A - Android packages

B - Android pack

C - Android packaging kit

D - None of the above.

Answer : C

APK is an android packaging kit. We can pack/zip, our code in apk format to work on Android devices as an application.

Q 7 - Data can be read from local source XML in android through

A - XML resource parser

B - XML pull parsing

C - DOM parsing

D - None of the above

Answer : A

Using with XML resource parser, we can read local resource XML in android.

Q 8 - What is sandbox in android?

A - Each application runs securely in sandbox without interrupting another process

B - Android Box

C - Android development tool kit

D - None of the above

Answer : A

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 - 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

D - None of the above

Answer : A

Android version 2.2 is deprecated so we don't need to call MIN version to be 1

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.

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?

A - Margin is specifying the extra space left on all four sides in layout

B - Padding is used to offset the content of a view by specific px or dp

C - Both A and B are correct

D - None of the above

Answer : C

Explanation

Margin specifies the space left on four sides in the layout and padding specifies the exact position where the element going to be taking place in the layout.

Q 3 -What are the functionalities of Binder services in android?

A - Binder is responsible to manage the thread while using aidl in android

B - Binder is responsible for marshalling and un-marshalling of the data

C - A & B

D - Binder is a kind of interface

E - None of the above

Answer : C

Explanation



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 the difference between content values and cursor in android SQLite?

A - Content values are key pair values, which are updated or inserted in the database

B - Cursor is used to store the temporary result.

C - A & B

D - Cursor is used to store data permanently.

E - Content values are used to share the data.

Answer : C

Explanation

Content values are named key pair values which is used to store the data, update the data in SQLite database. Cursor is a temporary buffering area to store the temporary result of android SQLite.

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.

Q 6 - What is breakpoint in android?

A - Breaks the application

B - Breaks the development code

C - Breaks the execution.

D - None of the above.

Answer : C

Breaks the execution to find the debug value, It is one of the debugging techniques.

Q 7 - What is the package name of JSON?

A - com.json

B - in.json

C - com.android.JSON

D - org.json

Answer : D

org.json is the package name of JSON object and JSON array

Q 8 - Fragment in Android can be found through

A - findById()

B - findFragmentByID()

C - getContext.findFragmentByID()

D - FragmentManager.findFragmentByID()

Answer : D

Using `FragmentManager.findFragmentByID(R.id.fragment)`, we can find the fragment/fragments which are placed on the layout

Q 9 - Is it mandatory to call `onCreate()` and `onStart()` in android?

A - No, we can write the program without writing onCreate() and onStart()

B - Yes, we should call onCreate() and onStart() to write the program

C - At least we need to call onCreate() once

D - None of the above

Answer : A

It is not mandatory, the program will work perfectly without fail, but the programmer has to implement the life cycle of activity.

Q 10 - Can a class be immutable 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 - Can a user save all database updates in onStop ()?

A - Yes, a user can save all database updates in onStop()

B - No, a user can save in onSaveInstanceState()

C - No, a user can save in a Bundle()

D - No, In some situations, a user can't reach onStop()

Answer : D

Explanation

Due to low memory problem. your application will close before reaching onStop()

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.

Q 3 -What are the functionalities of Binder services in android?

A - Binder is responsible to manage the thread while using aidl in android

B - Binder is responsible for marshalling and un-marshalling of the data

C - A & B

D - Binder is a kind of interface

E - None of the above

Answer : C

Explanation

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 - 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

GPRS and Location provider is used to fetch the current location of a phone as longitude and latitude.

Q 6 - Which method is used to find GPS enabled or disabled programmatically in android?

A - finish()

B - getGPSStatus()

C - onProviderDisable()

D - getGPS().

Answer : C

The onProviderDisable() method is used to find whether GPS is enabled or disabled in android programmatically

Q 7 - What is the package name of HTTP client in android?

A - com.json

B - org.apache.http.client

C - com.android.JSON

D - org.json

Answer : B



org.apache.http.client is the package name of HTTP client.

Q 8 - What is the HTTP response error code status in android?

A - status code < 100

B - status code > 100

C - status  $\geq$  400

D - None of the above

Answer : C

HTTP status code  $\geq$  400 means error else success. Status code 404 means page not found

Q 9 - How many protection levels are available in the android permission tag?

A - There are no permission tags available in android

B - Normal, kernel, application

C - Normal, dangerous, signature, and signatureOrsystem

D - None of the above

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.

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 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

Services work in the background without any UI and it updates UI by using thread. By default, every service is having a main thread.

Q 4 - How many broadcast receivers are available in android?

A - `sendIntent()`

B - `onRecieve()`

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 - 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

GPRS and Location provider is used to fetch the current location of a phone as longitude and latitude.

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 is an HTTP client class in android?

A - httprequest(get/post) and returns response from the server

B - Cookies management

C - Authentication management

D - None of the above

Q 8 - What is the JSON exception in android?

A - JSon Exception

B - Json Not found exception

C - Input not found exception

D - None of the above

Answer : A

Json exception can be thrown while parsing JSON response from the server.

Q 9 - Is it possible activity without UI in android?

A - No, it's not possible

B - Yes, it's possible

C - We can't say

D - None of the above

Answer : B

Without UI, we can call an activity, It will do some background functionalities.

Q 10 - What is an interface in android?

A - Interface acts as a bridge between class and the outside world.

B - Interface is a class.

C - Interface is a layout file.

D - None of the above

Answer : A

The Interface acts as a bridge between class and the outside world. Interface contains method declaration, nested types, and constants.



Q 1 - Can a user save all database updates in onStop ()?

A - Yes, a user can save all database updates in onStop()

B - No, a user can save in onSaveInstanceState()

C - No, a user can save in a Bundle()

D - No, In some situations, a user can't reach onStop()

Answer : D

Explanation

Due to low memory problem. your application will close before reaching onStop()

Q 2 - What is the life cycle of services in android?

A - onCreate()→onStartCommand()→onDestory()

B - onRecieve()

C - final()

D - Service life cycle is same as activity life cycle.

Answer : A

Explanation

Service life cycle is as onCreate()->onStartCommand()->onDestory().

Q 3 -What is ANR in android?

A - When the application is not responding ANR will occur.

B - Dialog box is called as ANR.

C - When Android forcefully kills an application, it is called ANR

D - None of the above

Answer : A

Explanation

When an Application is not responding ANR will be occur, and it will stop the process or an application

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 -What is JNI in android?

A - Java network interface

B - Java interface

C - Image editable tool

D - Java native interface.

Answer : D

Explanation

Java Native interfaces are used to call native/cross applications, which are written in C and C++ languages.

Q 6 - What is breakpoint in android?

A - Breaks the application

B - Breaks the development code

C - Breaks the execution.

D - None of the above.

Answer : C

Breaks the execution to find the debug value, It is one of the debugging techniques.

Q 7 - What is an HTTP client class in android?

A - `HttpRequest`(get/post) and returns response from the server

B - Cookies management

C - Authentication management

D - None of the above

Answer : A

`HttpRequest` has get and post methods and it returns the response from the servers.

Q 8 - How many orientations does android support?

A - 4

B - 10

C - 2

D - None of the above

Answer : A

According to the Google documentation, Android supports 4 types of orientations, those are landscape, portrait, sensor and No orientation

Q 9 - What are commands needed to create APK in android?

A - No need to write any commands

B - Create apk\_android in command line

C - Javac, dxtool, aapt tool, jarsigner tool, and zipalign

D - None of the above

Answer : C

Using with Javac, we can compile Java files

Use dx tool to convert all Java class files to single dex file

Use AAPT tool to create apk file

Sign the apk file by using jar signer

Zipalign of signed apk

Q 10 - How do you join two notifications in android?

A - Give same id for both notifications

B - Write notification code two times

C - It is not possible in android

C - A & B

D - A & C

Answer : E

Give same id for both notifications.

```
nm.notify(1,notification);
```

Q 1 - What is Android?

A - Android is a stack of software's for mobility

B - Google mobile device name

C - Virtual machine

D - None of the above

Answer : A

Explanation

Android is a stack of software applications for mobile devices, which includes an operating system, middleware applications, and some key applications. It executes within own process and own instance of Dalvik Virtual Machine. DVM executes byte code and later transforms into .dex format files.

Q 2 - Which of the following is/are are the subclasses in Android?

A - Action Bar Activity

B - Launcher Activity

C - Preference Activity

D - Tab Activity

E - All of above

Answer : E

Explanation

Action bar, Launcher, Preference and Tab activities are subclasses of activities in android

Q 3 -What are the functionalities of Binder services in android?

A - Binder is responsible to manage the thread while using aidl in android

B - Binder is responsible for marshalling and un-marshalling of the data

C - A & B

D - Binder is a kind of interface

E - None of the above

Answer : C

Explanation

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?

A - Java

B - Ajax

C - Android

D - None of the Above

Answer : B

Using with Ajax technology, we can refresh the dynamic data in web pages.

Q 8 - What is the HTTP response error code status in android?

A - status code < 100

B - status code > 100

C - status >= 400

D - None of the above

Answer : C

HTTP status code >= 400 means error else success. Status code 404 means page not found

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

D - None of the above

Answer : A

Android version 2.2 is deprecated so we don't need to call MIN version to be 1

Q 10 - What are the main components in android?

A - Activity

B - Services

C - Broadcast Receiver

D - Content provider

Answer : A,B,C and D

The main components in android are Activity, services, Broadcast Receiver and content providers.

Q 1 - What is Android?

A - Android is a stack of software's for mobility

B - Google mobile device name

C - Virtual machine

D - None of the above

Answer : A

Explanation

Android is a stack of software applications for mobile devices, which includes an operating system, middleware applications, and some key applications. It executes within own process and own instance of Dalvik Virtual Machine. DVM executes byte code and later transforms into .dex format files.

Q 2 - What is the life cycle of services in android?

A - onCreate()→onStartCommand()→onDestory()

B - onRecieve()

C - final()

D - Service life cycle is same as activity life cycle.

Answer : A

Explanation

Service life cycle is as onCreate()→onStartCommand()→onDestory().

Q 3 -How to stop the services in android?

A - finish()

B - system.exit().

C - By manually

D - stopSelf() and stopService()

Answer : D

Explanation

We can stop the services by stopSelf() and stopService(), in some cases android will kill the services due to the low memory problem.

Q 4 - What is the life cycle of broadcast receivers in android?

A - send intent()

B - onRecieve()

C - implicitBroadcast()

D - sendBroadcast(), sendOrderBroadcast(), and sendStickyBroadcast().

Answer : B

Explanation

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

Q 5 - Persist data can be stored in Android through

A - Shared Preferences

B - Internal/External storage

C - SQLite

D - Network servers.

E - All of above

Answer : E

Explanation

We can store persist data in android in shared preferences, internal/external storage, SQLite, and Network servers.

Q 6 -What is LastKnownLocation in android?

A - To find the last location of a phone

B - To find known location of a phone

C - To find the last known location of a phone.

D - None of the above

Answer : C

To find the last known location of a phone we need to use LastKnownLocation, the syntax is as shown below.

```
Location location = LocationServices.FusedLocationApi.getLastLocation(mGoogleApiClient);
```

Q 7 - What does `httpClient.execute()` returns in android?

A - Http entity

B - Http response

C - Http result

D - None of the above.

Answer : B

`HttpClient.execute()` executes only once and it will return http response from the server or device, Http entity is embedded the body of the Http response.



Q 8 - What is a GCM in android?

A - Goggle Could Messaging for chrome

B - Goggle Count Messaging

C - Goggle Message pack

D - None of the above

Answer : A

Using with google could messaging, we can push the data from the servers to client devices. In short, we can send messages to mobile devices through the cloud(Push Notification).

Q 9 - How many levels of securities are there in android?

A - App level security and kernel level security

B - Android level security

C - Java level security

D - None of the above

Answer : A

Android is having two levels of securities, they are as App level security and kernel level security

Q 10 - Can a class be immutable 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?

A - finish()

B - finishActivity(int requestCode)

C - A & B

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 -How to move services to foreground in android?

A - Services always work in Foreground only

B - No,We can't do this query

C - Using startService(Intent intent)

D - startFordgroud(int id, Notification notification).

Answer : D

Explanation

We have to call startFordgroud(int id,Notification notification) to make services as foreground services. When it comes to foreground, it will show a notification.

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

A - START\_STICKY

B - START\_NOT\_STICKY

C - START\_REDELIVER\_INTENT

D - All of the above

E - None of the above

Answer : D

Explanation

START\_STICKY – If android stops services forcefully, using with START\_STICKY, it can be restarted automatically without the user interaction.

START\_NOT\_STICKY – If android stops services forcefully, it will not restart services till user start services.

START\_REDELIVER\_INTENT – If android stops services forcefully, it will restart services by re-sending an intent.

Q 4 - What is the difference between content values and cursor in android SQLite?

A - Content values are key pair values, which are updated or inserted in the database

B - Cursor is used to store the temporary result.

C - A & B

D - Cursor is used to store data permanently.

E - Content values are used to share the data.

Answer : C

Explanation

Content values are named key pair values which is used to store the data, update the data in SQLite database. Cursor is a temporary buffering area to store the temporary result of android SQLite.

Q 5 -What is JNI in android?

A - Java network interface

B - Java interface

C - Image editable tool

D - Java native interface.

Answer : D

Explanation

Java Native interfaces are used to call native/cross applications, which are written in C and C++ languages.

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

D - None of the above.

Answer : B

HttpClient.execute() executes only once and it will return http response from the server or device, Http entity is embedded the body of the Http response.

Q 8 - What is fragment in android?

A - JSON

B - Peace of Activity

C - Layout

D - None of the above

Answer : B

Fragment is a peace of an activity. If you want to move your application in 360 degrees, you can do this by using a fragment.

Q 9 - What is transient data in android?

A - Permanent data

B - Secure data

C - Temporary data

D - Logical data

Answer : D

Transient data is logical data and we can store application logic in it.

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 - What is an activity in Android?



A - Activity performs the actions on the screen

B - Manage the Application content

C - Screen UI

D - None of the above

Answer : A

Explanation

Activity is a single screen in an application, Activity performs the actions on the screen(UI)

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 are the functionalities of Binder services in android?

A - Binder is responsible to manage the thread while using aidl in android

B - Binder is responsible for marshalling and un-marshalling of the data

C - A & B

D - Binder is a kind of interface

E - None of the above

Answer : C

Explanation

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 - How many broadcast receivers are available in android?

A - sendIntent()

B - onRecieve()

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.

Q 6 - What is breakpoint in android?

A - Breaks the application

B - Breaks the development code

C - Breaks the execution.

D - None of the above.

Answer : C

Breaks the execution to find the debug value, It is one of the debugging techniques.

Q 7 - What does `httpClient.execute()` returns in android?

A - Http entity

B - Http response

C - Http result

D - None of the above.

Answer : B

HttpClient.execute() executes only once and it will return http response from the server or device, Http entity is embedded the body of the Http response.

Q 8 - What is a GCM in android?

A - Goggle Could Messaging for chrome

B - Goggle Count Messaging

C - Goggle Message pack

D - None of the above

Answer : A

Using with google could messaging, we can push the data from the servers to client devices. In short, we can send messages to mobile devices through the cloud(Push Notification).

Q 9 - What is ANR responding time in android?

A - 10 sec

B - 5 sec

C - 1 min

D - None of the above

Answer : B

ANR responding time is 5 sec. If an application is not responding within 5 sec, ANR will occur

Q 10 - What is bean class in android?

A - A class used to hold states and objects

B - A bean class can be passed from one activity to another.

C - A mandatory class in android

D - None of the above

Answer : A

Bean class can hold other states and objects. It contains all fields which are private with setter and getter.

Q 1 - How to kill an activity in Android?

A - finish()

B - finishActivity(int requestCode)

C - A & B

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.

Q 3 - How many threads are there in AsyncTask in android?

A - Only one

B- Two

C - AsyncTask doesn't have tread

D - None of the Above

Answer : A

Explanation

In Android 3.0, It is having multi threads, but now it is having only one thread.

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 - 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 breakpoint in android?

A - Breaks the application

B - Breaks the development code

C - Breaks the execution.

D - None of the above.

Answer : C

Breaks the execution to find the debug value, It is one of the debugging techniques.

Q 7 - What are the functionalities of HTTP Client interface in android?

A - Connection management

B - Cookies management

C - Authentication management

D - All of the above

E - None of the above

Answer : D

HTTP Client has the capabilities to manage connections, cookies and Authentication.

Q 8 - What is fragment life cycle in android?

A - onReceive()

B - onCreate()

C - onAttach()->onCreate() -> onCreateView() -> onActivityCreated() -> onStart() -> onResume()

D - None of the above

Answer : C

Fragment life cycle is as shown below –

onAttach()

OnCreate()

onCreateView()

onActivityCreated()

onStart()

onResume()

onPause()

onStop()

onDestroyView()

onDestroy()

onDetach()

Q 9 - How many levels of securities are there in android?

A - App level security and kernel level security

B - Android level security

C - Java level security

D - None of the above

Answer : A

Android is having two levels of securities, they are as App level security and kernel level security

Q 10 - What is anchor view?

A - Same as list view

B - provides the information on respective relative positions

C - Same as relative layout

D - None of the above

Answer : B

Anchor View provides the information on respective relative positions of views.

Q 1 - Explain android activity life cycle?

A - onCreate() -> onStart() -> onActivityCreated() -> onResume() -> onPause() -> onStop() -> 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.

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

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.

Q 3 -How to pass the data from activity to services in android?

A - We can store the data in a common database and access the data on services as well as in Activity

B - We can't pass data from activity to services.

C - Using putExtra() method in intent, we can pass the data using setResult()

D - A & C

E - None of the above

Answer : D

Explanation

Using putExtra() method, we can send the data. While using it, we need to call setResult() method in services. We can also store data in a common database and access it on services as well as in Activity.

Q 4 - How to upgrade SQLite the database from a lower version to higher version in android SQLite?

A - Using helper Class

B - Using cursor

C - Using intent

D - None of the above

Answer : A

Explanation

In helper class, we can pass the version numbers in incremental order.

Q 5 -What is JNI in android?

A - Java network interface

B - Java interface

C - Image editable tool

D - Java native interface.

Answer : D

Explanation

Java Native interfaces are used to call native/cross applications, which are written in C and C++ languages.

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 is JSON in android?

A - Java Script Object Native

B - Java Script Oriented Notation

C - Java Script Object Notation

D - None of the Above

Answer : C

JSON is Java Script Object Notation with which we can exchange data between two systems in the connected network.

Q 8 - What is sandbox in android?

A - Each application runs securely in sandbox without interrupting another process

B - Android Box

C - Android development tool kit

D - None of the above

Answer : A

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

startActivityForResult() 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()

D - None of the above

Answer : C

Foreground activity should be onCreate() -> onStart() -> onResume() in activity life cycle.

Q 1 - Is it possible to have an activity without UI to perform action/actions?

A - Not possible

B - Wrong question

C - Yes, it is possible

D - None of the above

Answer : C

Explanation

Generally, every activity is having its UI(Layout). But if a developer wants to create an activity without UI, he can do it.

Q 2 -How to move services to foreground in android?

A - Services always work in Foreground only

B - No, We can't do this query

C - Using `startService(Intent intent)`

D - `startForeground(int id, Notification notification)`.

Answer : D

Explanation

We have to call `startForeground(int id, Notification notification)` to make services as foreground services. When it comes to foreground, it will show a notification.

Q 3 - What is broadcast receiver in android?

A - It will react on broadcast announcements.

B - It will do background functionalities as services.

C - It will pass the data between activities.

D - None of the Above

Answer : A

Explanation

It is a main component of android. It reacts on the system broadcast announcements, and it acts as a gateway between outside application environment with your application.

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

E - Network servers

Answer : C

Explanation

GPRS and Location provider is used to fetch the current location of a phone as longitude and latitude.

Q 6 - What is ADB in android?

A - Image tool

B - Development tool

C - Android Debug Bridge

D - None of the above.

Answer : C

Android debug bridge is a client and a server modelled tool and acts as a bridge between client and server.

Q 7 - What is JSON in android?

A - Java Script Object Native

B - Java Script Oriented Notation

C - Java Script Object Notation

D - None of the Above

Answer : C

JSON is Java Script Object Notation with which we can exchange data between two systems in the connected network.

Q 8 - What is a GCM in android?

A - Goggle Could Messaging for chrome

B - Goggle Count Messaging

C - Goggle Message pack

D - None of the above

Answer : A

Using with google could messaging, we can push the data from the servers to client devices. In short, we can send messages to mobile devices through the cloud(Push Notification).

Q 9 - How many levels of securities are there in android?

A - App level security and kernel level security

B - Android level security

C - Java level security

D - None of the above

Answer : A

Android is having two levels of securities, they are as App level security and kernel level security

Q 10 - What is anchor view?

A - Same as list view

B - provides the information on respective relative positions

C - Same as relative layout

D - None of the above

Answer : B

Anchor View provides the information on respective relative positions of views.



Q 1 - How to kill an activity in Android?

A - finish()

B - finishActivity(int requestCode)

C - A & B

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 - Which of the following is/are are the subclasses in Android?

A - Action Bar Activity

B - Launcher Activity

C - Preference Activity

D - Tab Activity

E - All of above

Answer : E

Explanation

Action bar, Launcher, Preference and Tab activities are subclasses of activities in android

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

Services work in the background without any UI and it updates UI by using thread. By default, every service is having a main thread.

Q 4 - What is the difference between content values and cursor in android SQLite?

A - Content values are key pair values, which are updated or inserted in the database

B - Cursor is used to store the temporary result.

C - A & B

D - Cursor is used to store data permanently.

E - Content values are used to share the data.

Answer : C

Explanation

Content values are named key pair values which is used to store the data, update the data in SQLite database. Cursor is a temporary buffering area to store the temporary result of android SQLite.

Q 5 -Which permissions are required to get a location in android?

A - ACCESS\_FINE and ACCESS\_COARSE

B - GPRS permission

C - Internet permission

D - WIFI permission.

Answer : A

Explanation

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 log

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

B - log cat contains the exception name along with the line number

C - Google search

D - None of the above.

Answer : B

Using with log cat, we can find the exception, which has occurred along with the line number. Using of line number, we can find the errors.

Q 8 - What is the HTTP response error code status in android?

A - status code < 100

B - status code > 100

C - status >= 400

D - None of the above

Answer : C

HTTP status code >= 400 means error else success. Status code 404 means page not found

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

startActivityForResult() returns RESULT\_OK and RESULT\_CANCEL.

Q 10 - What is bean class in android?

A - A class used to hold states and objects

B - A bean class can be passed from one activity to another.

C - A mandatory class in android

D - None of the above

Answer : A

Bean class can hold other states and objects. It contains all fields which are private with setter and getter.

Q 1 - What is an activity in Android?

A - Activity performs the actions on the screen

B - Manage the Application content

C - Screen UI

D - None of the above

Answer : A

Explanation

Activity is a single screen in an application, Activity performs the actions on the screen(UI)

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

A - Margin is specifying the extra space left on all four sides in layout

B - Padding is used to offset the content of a view by specific px or dp

C - Both A and B are correct

D - None of the above

Answer : C

Explanation

Margin specifies the space left on four sides in the layout and padding specifies the exact position where the element going to be taking place in the layout.

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

A - START\_STICKY

B - START\_NOT\_STICKY

C - START\_REDELIVER\_INTENT

D - All of the above

E - None of the above

Answer : D

Explanation

START\_STICKY – If android stops services forcefully, using with START\_STICKY, it can be restarted automatically without the user interaction.

START\_NOT\_STICKY – If android stops services forcefully, it will not restart services till user start services.



START\_REDELIVER\_INTENT – If android stops services forcefully, it will restart services by re-sending an intent.

Q 4 - What is the life cycle of broadcast receivers in android?

A - send intent()

B - onRecieve()

C - implicitBroadcast()

D - sendBroadcast(), sendOrderBroadcast(), and sendStickyBroadcast().

Answer : B

Explanation

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

Q 5 -What is the application class in android?

A - A class that can create only an object

B - Anonymous class

C - Java class

D - Base class for all classes

Answer : D

Explanation

Application class is the base class for any android application.

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 - Data can be read from local source XML in android through

A - XML resource parser

B - XML pull parsing

C - DOM parsing

D - None of the above

Answer : A

Using with XML resource parser, we can read local resource XML in android.

Q 8 - What is fragment in android?

A - JSON

B - Peace of Activity

C - Layout

D - None of the above

Answer : B

Fragment is a peace of an activity. If you want to move your application in 360 degrees, you can do this by using a fragment.

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

startActivityForResult() returns RESULT\_OK and RESULT\_CANCEL.

Q 10 - What is the main difference between set and list in android?

A - Both are same

B - Set can't contain duplicate values

C - List may contain duplicate values

D - B & C

E - A & C

Answer : D

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

The list contains duplicate values. Example of list is linked list and array list

MGM Dr.G.Y.P.C.C.S&I.T