



NP – 438

VI Semester B.C.A. Examination, July/August 2024

(NEP Scheme)

COMPUTER SCIENCE

CA 28 : Mobile Application Development

Time : 2½ Hours

Max. Marks : 60

Instruction : Answer **any four** questions from **each Part**.

PART – A

I. Answer **any four** questions. **Each** question carries **two** marks.

- 1) What are fragments ?
- 2) Write XML source code to define edit text in android studio.
- 3) What is the use of defining inflater in android studio ?
- 4) Mention the components of android application.
- 5) Why splash screen is required in android ?
- 6) Define SQLite.



(4×2=8)

PART – B

II. Answer **any four** questions. **Each** question carries **five** marks.

- 7) Explain activity life cycle with example.
- 8) Discuss different methods of Google maps in android.
- 9) Write the short note on Toast.
- 10) Write a java code to insert image view in an android studio and explain.
- 11) Differentiate implicit and explicit intents.
- 12) Write CRUD operations of content provider.

(4×5=20)

P.T.O.



PART - C

III. Answer **any four** questions. **Each** question carries **eight** marks. **(4×8=32)**

- 13) Explain the layers of android architecture.
- 14) Mention and explain the each different methods of Datepicker.
- 15) What is menu in android studio ? Explain the steps of creating a menu.
- 16) Define content provider. Discuss the working flow of content provider in android.
- 17) Discuss the methods of SQLite open helper class in android studio.
- 18) Elaborate different types of layout in android studio.





NP – 439

VI Semester B.C.A. Examination, July/August 2024
(NEP Scheme)
COMPUTER SCIENCE
CAV 2 : Electronic Content Design (Vocational – II)

Time : 2½ Hours

Max. Marks : 60

Instruction : Answer all the Parts.



PART – A

- I. Answer **any four** questions. **Each** question carries **two** marks. **(4×2=8)**
- 1) What are the benefits of e-learning ?
 - 2) Why is designing and developing e-content important in education and training ?
 - 3) What is Typography ?
 - 4) What is the purpose of wireframing in UX design ?
 - 5) Define Game theory.
 - 6) What is the primary function of LMS in web development ?

PART – B

- II. Answer **any four** questions. **Each** question carries **five** marks. **(4×5=20)**
- 7) Explain the phases of e-content development.
 - 8) What role do online assessment play in e-learning ?
 - 9) What is proto typing in UX design and what is its primary purpose ?
 - 10) Explain the basic design of visual design.
 - 11) What role does a social media calender play in content planning and why is it important for a successful strategy ?
 - 12) Explain On-Page SEO ? Explain various techniques of On-Page SEO.

P.T.O.



PART – C

III. Answer **any four** questions. **Each** question carries **eight** marks. **(4×8=32)**

- 13) What is the role of LMS in the e-learning environment ? Explain its functions and benefits.
- 14) a) What are learning objects in e-content ? **4**
b) What are the primary benefits of incorporating learning objects into e-content ? **4**
- 15) Explain color theory with its elements.
- 16) What is ADDIE instructional model ? Define phases of ADDIE model.
- 17) Explain user-defined CSS selectors for CSS ruler.
- 18) a) Explain an overview of content authority tools. **4**
b) Explain the steps to create the multimedia elements. **4**
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