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	BCA Semester 6 - Android MCQ Bank				
No.	Question				
1	Android is a?				
2	Android Inc. was acquired by				
3	Android architecture is combination of				
4	Android 1.5 API level 3				
5	Android 1.6 API level 4				
6	Android API Level 5/6/7 is known as				
7	Tethering is first introduced in				
8	OHA stands for				
9	Android 2.2/2.2.1/2.2.2/2.2.3 is a version of				
10	NFC stands				
11	NFC was first introduced in				
12	Ice cream Sandwich contains API level				
13	Jellybean was introduced in				
14	AVD stands for				
15	DVM stands for				
16	SDK stands for				
17	What is emulator?				
18	ADT stands for				
19	APK file can be found in folder of Android app resource hierarchy				
20	source codes (.java) file stores under src folder				
21	Which folder contains layout and design related XML files?				
22	Extension of an Android application?				
23	Extension of a Dalvik Executable?				
24	adb is				
25	In Android, controls are also known as				
26	Android Manifest File defines				
27	is a valid state of an Android Activity.				
28	method of Activity Lifecycle is called once the activity is no longer visible.				
29	A is a component that runs in the background to perform long-running operations without needing to interact with the user.				
30	A state(s) of services				
31	A type(s) of intent				

32	MCC stands for
33	MNC stands for
34	All user interface element in android app are built using and objects.
35	element creates TextView widget in your UI.
36	can be pressed, or clicked, by the user to perform an action.
37	is used to display text.
38	view enables users to select a date of the day
39	view enables users to select a time of the day
40	method is used for finding a widget in Java code.
41	are the spaces outside the border
42	are the spaces inside the border
43	To define the click event handler for a button, add theattribute to the <button> element in your XML layout</button>
44	A widget allows the user to type text into your app
45	If you want to provide suggestions to users as they type, you can use a widget called
46	allows the user to select one or more options.
47	When the user selects a checkbox, the CheckBox object receives an event
48	is a layout that organizes its children either horizontally or vertically.
49	enables you to specify the location of child objects relative to each other
50	displays web pages.
51	To save a small collection of key-value settings, you should use the API.
52	getSharedPreferences() can call from any
53	To write to a shared preferences file, create a SharedPreferences.Editor by calling on your SharedPreferences object.
54	is used to put integer values in SharedPreferences.
55	is used to get String values from SharedPreferences.
56	is best when you want to be sure that neither the user nor other apps can access your files.
57	storage is not always available.
58	To write to external storage, you must request the permission in your manifest file.
59	returns a file representing an internal directory for your app.
60	To create temporary file in internal file in internal cache directory is useful.
61	You can query the external storage state by calling
62	method is used to query blank space.
63	If you want to save public files on the external storage, use the method.
64	method is used to delete file.
65	method is used for creating an SQLiteDatabase.
66	method is used for executing an SQL statement.

67	method places the Cursor on the first entry in the results.
68	enables you to get index of column.
69	modify a subset of your database values.
70	GPS stands for
71	The location is displayed with and
72	is a process of assigning locations to addresses to that they can be placed as points on a map.
73	Most network connected Android apps use to send and receive data
74	to perform a GET and download your data
75	returns the connection status code
76	answers queries about the state of network connectivity.
77	describes the status of a network interface of a given type
78	To deliver a web application (or just a web page) as a part of a client application, you can do it using
79	The WebView class is an extension of Android's class that allows you to display web pages as a part of your activity layout.
80	Using we can retrive the current status of mobile phone and also get some basic information about device
81	With the help of we can check the current status of voice call in handset
82	A notification is athat you display outside your app's normal UI to indicate that an event has occured.
83	The standard location for displaying notification and indicators on an Android device is the
84	A simple notification has a important components
85	To start an activity when the user clicks the notification text in the notification drawer, add the PendingIntent by calling
86	Use the method to issue the notification.
87	Call method on the Notification.Builder object to get a Notification object.
88	To set up a notification so it can be updated issue it with a
89	A is an application component that can perform long running operations in the background and does not provide a user interface.
90	A service is "started" when an application component (such as an activity) starts it by calling
91	A service is "bound" when an application component binds to it by calling
92	A service runs only as long as another application component is bound to it.
93	ANR stands for
94	The service should stop itself when its job is done by calling
95	is the base class for all services.
96	is a subclass of service that uses a worker thread to handle all start requests, one at a time.
97	The onStartCommand() method must return an
98	A service is the server in a client-server interface.
99	JSON stands for
100	Name Your Application using
101	Pick a version your application using

102	is used to set minimum android platform API level on which your application will run.
103	is an integrated development environment(IDE) containing a suite of software development tools developed by Apple for developing software for OS X and iOS.
104	Xcode's latest version is available via the free of charge for macOS.
105	is a visual design editor thats's integrated into XCode.
106	is a user interface framework provided by Apple for building software applications for products like iPhone, iPad and iPad Touch
107	is a used as basic development language of iPhone App.
108	MVC stands for
109	The represents the data in your application
110	The in the user interface or what the user sees and intrect with.
111	The manages the communication between the view and the model.