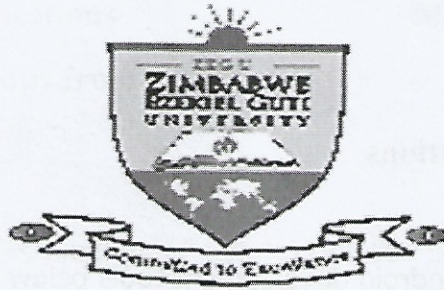


ZIMBABWE EZEKIEL GUTI UNIVERSITY



FACULTY OF SCIENCE, TECHNOLOGY, AGRICULTURE AND FOOD SYSTEMS DEVELOPMENT

Department of Information Systems

COURSE CODE	:	BIS225
COURSE TITLE	:	Mobile Application Development
SPECIAL REQUIREMENTS	:	None
DURATION	:	3 Hours
LEVEL	:	2.2
DATE	:	2024

10 APR 2024

Instructions

- (i) Answer all questions, the mark allocation for each question is shown in square brackets.
- (ii) Number your answers accordingly.
- (iii) The total marks for the examination is 100.
- (iv) The Examination consists of Section A and Section B
- (v) Answer Section A and any **two** Questions from Section B
- (vi) Write your section A in answer booklet provided
- (vii) Write section B on your computer and save your work in one folder

Section A – Theory Questions

[50 marks]

Question One

- (i) Expound four main android development tools below
- a. Editors and IDE
 - b. Language resources
 - c. Libraries
 - d. Plug-ins
- [12]
- (ii) A smart phone is a phone that offers features beyond making calls. List any six such features.
- [6]

Question Two

- (i) The Application Framework layer provides many higher-level services to applications in the form of Java classes. Application developers are allowed to make use of these services in their applications. Identify and explain any four key services provided by the Android framework layer
- [12]
- (ii) Explain the purpose of the following callbacks in an activity life cycle
- a. onCreate()
 - b. onStart()
 - c. onResume()
 - d. onPause()
- [12]

Question Three

- (i) identify any two different types of views in android and list any three properties of each view.
- [8]

Section B- Practical Questions-

[50 marks]

Answer any two questions from section B

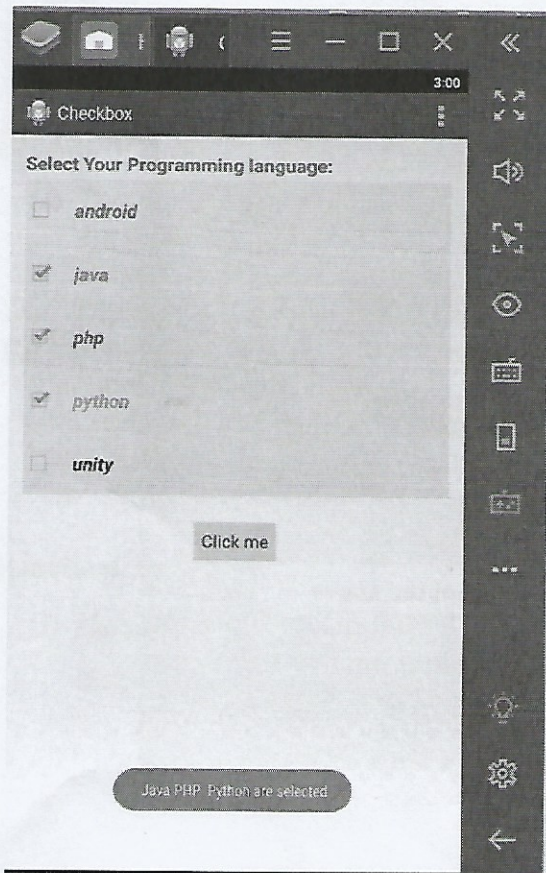
Question Four

Demonstrate your understanding of **checkboxes** by designing and adding functionality to the interface below. The user must choose hobbies from the list and upon clicking the **submit** button the selected hobbies must be displayed to the screen using a toast. [25 marks]

The image shows a user interface titled "Using checkboxes". It features a text input field with the placeholder text "Select your hobby". Below the input field are four checkboxes, each with a corresponding label: "Soccer", "Rugby", "netball", and "None of the above". At the bottom of the interface is a "submit" button.

Question Five

Demonstrate your understanding of the **radio** button control by designing the interface below and add functionality such that when the user selects a particular course and click submit ,the course must be displayed as a **toast** message. [25 marks]



Question Six

Design the interface below that implements a **spinner** control. When the application executes the spinner must **show** all fruits stated below. Add code so that when the user chooses the fruit then the fruit must be displayed in a **textView**. [25 marks]

