

**NAMIBIA UNIVERSITY
OF SCIENCE AND TECHNOLOGY**

Faculty of Computing and Informatics

Department of Computer Science

QUALIFICATION: Bachelor of Computer Science Honours: Software Development	
QUALIFICATION CODE: 08BCSH	LEVEL: 8
COURSE: Mobile Application Development	COURSE CODE: MAD811S
DATE: July 2019	SESSION: 2
DURATION: 3 HOURS	MARKS: 100

SECOND OPPORTUNITY / SUPPLEMENTARY EXAMINATION QUESTION PAPER	
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INSTRUCTIONS

1. This is a closed book examination with three sections; A, B, and C.
2. Answer ALL questions in a separate writing booklet provided to you.
3. Total marks/scores per section are indicated in [], and () per question.
4. For Section C, answer each new question on a new page.
5. Use of any electronic devices is strictly prohibited.
6. NUST's examination rules and regulations apply.

~~THIS MEMORANDUM~~ ^{QUESTION PAPER} ~~CONSISTS OF 3 PAGES~~
(Excluding this front page)

SECTION A:**[10 marks]**

Select one correct option from each of the following:

1. APK stands for:
 - A. Application Programming Kit
 - B. Android Package
 - C. Android Application Package
 - D. Application Processing Kit

2. The following SDK package is mandatory before compiling an Android application:
 - A. Intel or ARM system images
 - B. SDK platform
 - C. Support Repository
 - D. SDK tools

3. Below is the correct order of activity lifecycle callback methods:
 - A. onCreate() => onStart() => onStop() => onDestroy()
 - B. onStart() => onResume() => onStop() => onDestroy()
 - C. onStop() => onRestart() => onStart() => onResume()
 - D. onResume() => onPause() => onStop() => onResume()

4. Sharing data across packages in Android is mostly done using the following object:
 - A. Context
 - B. Content Provider
 - C. Shared Preferences
 - D. Preferences

5. Which tool is used for debugging in Android studio?
 - A. Logcat pane
 - B. DumpChk
 - C. Simulate Background Fetch
 - D. Debug Navigator

6. When developing an app, which activity lifecycle callback method is ideal for configuring some user interface?
 - A. onResume()
 - B. onStart()
 - C. onCreate()
 - D. onStop()

7. The following dimension is recommended for text size:
 - A. dp
 - B. sp
 - C. px
 - D. in

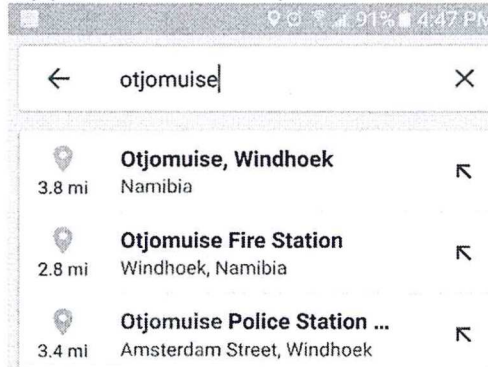
8. The following is NOT a code name for any version:

- A. Candy
- B. Donut
- C. Gingerbread
- D. Lollipop

9. Which of the following is NOT a type of intent?

- A. custom
- B. external
- C. explicit
- D. system

10. Which service specifically provides the example shown below?



- A. Place API
- B. Open Street Map
- C. Google Maps
- D. All of them

SECTION B: TRUE/FALSE

[10 marks]

State whether each of the following statements are True or False:

1. It is good practice to embed Google API keys directly in code. [True/False]
2. Location API is synonymous to Places API. [True/False]
3. Native apps are programmed in JavaScript and CSS. [True/False]
4. The Android Virtual Device Manager helps set up a virtual device that will enable you to see all physical device states when an application is running. [True/False]
5. Test frameworks such as JUnit and Espresso can be used in debugging. [True / False]
6. A flat layout improves performance compared to a nested one. [True/False]
7. `getExternalFilesDir()` caused saved app files to be removed at uninstallation. [True/False]
8. An intent is used to pass data between one activity to another. [True/False]
9. ScrollView uses more memory compared to RecyclerView. [True/False]
10. The Geocoder requires no backend services as everything it needs is part of the Android Framework. [True/False]

SECTION C:

[80 marks]

Answer all questions giving as much detail as possible.

Question C1

- a) What are the causes of software bugs? (4 marks)
- b) In detail explain how Android Studio may help you identify and fix those bugs. (6 marks)

Question C2 Explain the use of the following Android resources folders:

- a) drawable (2 marks)
- b) layout (2 marks)
- c) mipmap (2 marks)
- d) values (4 marks)

Question C3 What is the difference between the following methods:

- a) `startActivity()` and `startActivityForResult()` (5 marks)
- b) `onStart()` and `onResume()` (5 marks)

Question C4 Consider the following line of code:

```
mResultTextView = findViewById(R.id.operation_result);
```

Give a contextual meaning of what the following represents:

- i. **mResultTextView** (2 marks)
- ii. `findViewById()` (2 marks)
- iii. R (2 marks)
- iv. id (2 marks)
- v. *operation_result* (2 marks)

Question C5

In what instances do you make use of a **locationRequest** object? In your explanation make reference to methods `setInterval()`, `setFastestInterval()`, and `setPriority()`. (10 marks)

Question C6 Compare and contrast native, web, and hybrid apps. (10 marks)

Question C7

- i. With examples, explain what is meant by 'dangerous' permissions. (5 marks)
- ii. Give an account of how an app can access 'dangerous' permissions (5 marks)

Question C8

- i. How do you make use of Android string resources? (4 marks)
- ii. With examples where necessary, what are the benefits of using string resources as opposed to hardcoding? (6 marks)

[END]