

## 16UIT516 – OPEN SOURCE METHODOLOGIES

### UNIT-I

1. \_\_\_\_\_ are marked by putting them in a monospaced font.
  - a. Characters
  - b. Character strings
  - c. **Both a and b**
  - d. None of the above
2. \_\_\_\_\_ are printed in this bold sans serif typeface.
  - a. **Utility names**
  - b. File names
  - c. Both
  - d. None of the above
3. \_\_\_\_\_ appear in the text font but in bold.
  - a. **File names**
  - b. Utility names
  - c. Both a and b
  - d. None of the above
4. \_\_\_\_\_ is case sensitive
  - a. **Linux**
  - b. Windows
  - c. C
  - d. C++
5. In the first line the \_\_\_\_\_ is prompt that GNU/Linux displays
  - a. **\$**
  - b. @
  - c. &
  - d. \*
6. \_\_\_\_\_ may help keep you from repeating a common mistake or may point you toward additional information.
  - a. Caution
  - b. Security boxes
  - c. **Tip box**
  - d. All the above
7. \_\_\_\_\_ Command is used to change the password.
  - a. Pawd
  - b. Pswd
  - c. **Passwd**
  - d. None of the above
8. GUI stands for\_\_\_\_\_

- a. **Graphical User Interface**
  - b. Graphics User Interface
  - c. Graphics Union Interface
  - d. Graphical User Information
9. Which command is used to erasing a character?
- a. **ek**
  - b. dk
  - c. ec
  - d. None of the above
10. Which command is used to display the system manual?
- a. Man
  - b. Xman
  - c. **Both a and b**
  - d. None

## UNIT-II

1. Which command is used to start a vim editor?
- a. **vim**
  - b. vim edit
  - c. both
  - d. none of the above
2. Which command is used to changes access permission?
- a. **Chmod**
  - b. Chgemod
  - c. Both a and b
  - d. None of the above
3. Which command is used to moves a directory?
- a. **mv**
  - b. Rv
  - c. Gv
  - d. None of the above
4. A \_\_\_\_\_ is a pointer to a file.
- a. **Link**
  - b. File
  - c. Both
  - d. None of the above
5. Which key is used to entering a text into the vim editor?
- a. **i**
  - b. e
  - c. v

- d. x
6. vim editor's modes of operation are\_\_\_\_\_.
- Command mode
  - Input mode
  - Both a and b**
  - None of the above
7. Which command is used to undoing mistakes?
- u**
  - X
  - V
  - I
8. \_\_\_\_\_ feature to display information about feature.
- :help**
  - :feature
  - Both
  - None of the above
9. Which key is used to moving the cursor by character?
- l**
  - i
  - m
  - c
10. The \_\_\_ key moves the cursor backward by blank delimited words.
- B**
  - W
  - C
  - A

### UNIT-III

1. \_\_\_\_\_commands alter the order of execution of commands within a shell script.
- Control flow**
  - Vim flow
  - Data flow
  - None of the above
2. \_\_\_\_\_ is a programming language.
- Shell**
  - Shall
  - Both
  - None of the above
3. The \_\_\_\_\_ control structures alter control within loops.
- Break

- b. Continue
  - c. Both a and b**
  - d. None of the above
4. \_\_\_\_\_ transfers control out of a loop.
- a. Break**
  - b. Continue
  - c. Both
  - d. None
5. \_\_\_\_\_ transfers control immediately to the top of a loop.
- a. Break
  - b. Continue**
  - c. Both
  - d. None
6. \_\_\_\_\_ demonstrates the if...then and if...then...elif control structures.
- a. Lnks script**
  - b. Filename
  - c. Both
  - d. None
7. \_\_\_\_\_ continues to loop until the test-command returns a true exit status.
- a. Until**
  - b. Break
  - c. For
  - d. Continue
8. \_\_\_\_\_ structure loops while the test-command continues to return a true or nonerror condition.
- a. Until
  - b. While**
  - c. Break
  - d. For
9. \_\_\_\_\_ allows you to redirect input to a shell script from within the shell script itself.
- a. Here document**
  - b. Vim editor
  - c. Linux
  - d. None of the above
10. Which command is used to execute a command?
- a. exec**
  - b. execute
  - c. both
  - d. none of the above

## UNIT-IV

1. VM stands for \_\_\_\_\_
  - a. **Virtual Machine**
  - b. Virus machine
  - c. Both a and b
  - d. None of the above
2. SDK stands for \_\_\_\_\_
  - a. Soft development kit
  - b. **Software development kit**
  - c. System development kit
  - d. None of the above
3. NDK stands for \_\_\_\_\_
  - a. National development kit
  - b. **Native developer kit**
  - c. Both a and b
  - d. None of the above
4. \_\_\_\_\_ refers to android itself.
  - a. **Platform**
  - b. Device
  - c. Both a and b
  - d. None
5. \_\_\_\_\_ are in the business, first and foremost, of selling subscriptions to their services.
  - a. **Mobile operators**
  - b. Platform
  - c. Device
  - d. Android
6. \_\_\_\_\_ represent high-premium services and high-margin revenues for the operator.
  - a. **Data service**
  - b. Platform
  - c. Mobile operator
  - d. None of the above
7. GPL stands for \_\_\_\_\_
  - a. **General public license**
  - b. Generate public license
  - c. General private license
  - d. Generate private license
8. ASL stands for \_\_\_\_\_
  - a. Android Software License
  - b. **Apache Software License**
  - c. Apple's Software License

- d. Android System License
- 9. \_\_\_\_\_provides a foundational hardware abstraction layer.
  - a. **Linux kernel**
  - b. Applet
  - c. Android
  - d. VM
- 10. Android components are classified into \_\_\_\_\_ types
  - a. 3
  - b. 2
  - c. 5
  - d. **4**

### UNIT-V

- 1. In the\_\_\_\_\_, the Activity is viewable on the screen and is on top of everything else.
  - a. **Foreground phase**
  - b. Visible phase
  - c. Entity lifecycle phase
  - d. None of the above
- 2. In the\_\_\_\_\_, the Activity is on the screen, but it might not be on top and interacting with the user.
  - a. Foreground phase
  - b. **Visible phase**
  - c. Entity lifecycle phase
  - d. None
- 3. \_\_\_\_\_called when the Activity is becoming visible on the screen to the user.
  - a. **onStart()**
  - b. onStop()
  - c. onPause()
  - d. onResume()
- 4. \_\_\_\_\_called if the Activity is being restarted, if it's still in the stack, rather than starting new.
  - a. **onRestart()**
  - b. onStart()
  - c. onStop()
  - d. onCreate()
- 5. \_\_\_\_\_called to stop the activity and transition it to a nonvisible phase and subsequent lifecycle events.
  - a. onResume()
  - b. onStart()
  - c. onCreate()

**d. onStop()**

6. ANR stands for \_\_\_\_\_
  - a. **Application Not Responding**
  - b. Application Non Response
  - c. Android Not Responding
  - d. Android Non Reading
7. \_\_\_\_\_ means take up as much space in that dimension as the parent does.
  - a. **FILL\_PARENT**
  - b. WRAP\_CONTENT
  - c. Both
  - d. None of the above
8. \_\_\_\_\_ means take up only as much space as is needed for the provided content.
  - a. FILL\_PARENT
  - b. **WRAP\_CONTENT**
  - c. Both
  - d. None
9. Handling focus is divided into \_\_\_\_\_ methods.
  - a. 3
  - b. **4**
  - c. 5
  - d. 6
10. Which resource type is supported for arbitrary and uncompiled files that can be added?
  - a. Res/xml
  - b. Res/anim
  - c. **Res/raw**
  - d. Res/layout

## **16UIT516 – OPEN SOURCE METHODOLOGIES**

### **K2 QUESTIONS**

#### **UNIT I**

1. What are marked by putting them in a monospaced font?
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3. Which appear in the text font but in bold?
4. What is case sensitive?
5. In the first line the \_\_\_\_\_ is prompt that GNU/Linux displays
6. What may help keep you from repeating a common mistake or may point you toward additional information?
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8. GUI stands for?
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2. Which command is used to changes access permission?
3. Which command is used to moves a directory?
4. What is a pointer to a file?
5. Which key is used to entering a text into the vim editor?
6. What are the vim editor's modes of operation?
7. Which command is used to undoing mistakes?
8. Write feature to display information about feature.
9. Which key is used to moving the cursor by character?
10. What key moves the cursor backward by blank delimited words.

#### **UNIT-III**

1. Which commands alter the order of execution of commands within a shell script?
2. What is a programming language?
3. Which control structures alter control within loops?
4. What command transfers control out of a loop?
5. Which command transfers control immediately to the top of a loop?
6. What demonstrates the if...then and if...then...elif control structures?
7. What continues to loop until the test-command returns a true exit status?
8. Which structure loops while the test-command continues to return a true or nonerror condition?

9. What allows you to redirect input to a shell script from within the shell script itself.
10. Which command is used to execute a command?

#### **UNIT-IV**

1. VM stands for ?
2. SDK stands for ?
3. NDK stands for?
4. What refers to android itself?
5. What are in the business, first and foremost, of selling subscriptions to their services?
6. How to represent high-premium services and high-margin revenues for the operator?
7. Expand GPL.
8. Expand ASL.
9. What provides a foundational hardware abstraction layer?
10. What are the android classification types?

#### **UNIT-V**

1. What is the Activity is viewable on the screen and is on top of everything else?
2. What is the Activity is on the screen, but it might not be on top and interacting with the user?
3. What is called when the Activity is becoming visible on the screen to the user?
4. What is called if the Activity is being restarted, if it's still in the stack, rather than starting new?
5. What is called to stop the activity and transition it to a nonvisible phase and subsequent lifecycle events?
6. ANR stands for?
7. Which means take up as much space in that dimension as the parent does?
8. What means take up only as much space as is needed for the provided content?
9. What are the methods used for Handle focus is divided into methods?
10. Which resource type is supported for arbitrary and un compiled files that can be added?

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### **K3 QUESTIONS**

#### **UNIT-1**

- 1 .Explain in details about linux features.
- 2 .Write a sort note on Linux system.
3. Discuss in details about basic commands in linux.
4. Write a note on file commands.
5. Discuss on principle's of security.

#### **UNIT-2**

- 1.Explain Vim editor.
2. Write a sort note on modes of operation.
3. Explain pipe utility commands.
4. Discuss on access permissions.
5. Write a note about link commands.

#### **UNIT-3**

1. Discuss in details about any two control structures.
2. Explain in details about (i) if..then (ii) if then else
3. Compare if then..elif and switch.
4. Explain in details about while & do while loop.
5. Discuss break and continue with example program.

#### **UNIT-IV**

1. Explain about the layers of Android.
2. List out and explain about the components of Android.
3. Explain about explore the development environment in android.
4. How to build an android application in Eclipse?
5. How to create an android application?

#### **UNIT-V**

1. How to create a activity in Android?
2. Discuss the Activity life cycle in android.
3. What about using resources in android?
4. Explain using preference in android.
5. Explain about persisting data to a database.

## **K4 & K5 QUESTIONS**

### **UNIT I**

1. List out the Basic utility commands.
2. Explain about Working with directories.
3. How to give access permissions to files?
4. Explain about the link commands.
5. Explain about Pico command.

### **UNIT-II**

1. What are all the modes in VIM editor?
2. Explain about the miscellaneous commands.
3. How to read and write files in VIM editor.
4. Illustrate the advanced editing techniques.
5. How to create and edit a file in VIM editor?

### **UNIT-III**

1. Explain about the control structures and its types.
2. Define the following with example.
  - a. For loop
  - b. While loop
  - c. Until
  - d. Case
3. Elaborate the Expanding Null or unset variables.
4. Explain about the built-in functions.
5. How to customize the X applications from the command line.

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1. Explain about the layers of Android.
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4. How to build an android application in Eclipse?
5. How to create an android application?

### **UNIT-V**

1. How to create a activity in Android?

2. Explain about the Activity life cycle in android.
3. Explain about using resources in android.
4. Explain about using preference in android.
5. Explain about persisting data to a database.