

SECTION – B

(5 X 4 = 20 MARKS)

ANSWER EITHER (a) Or (b) IN EACH OF THE FOLLOWING QUESTIONS. (K3)

11. a) Provide a brief history of the VIM editor.
(OR)
b) Explain the usage of yank, put, and delete commands in the VIM editor.
12. a) Explain the concept of pipes in Shell Programming.
(OR)
b) How can the Dialog Utility be used in Shell Programming?
13. a) Explain the file structure in Linux.
(OR)
b) What are some common functions provided by the Standard I/O file library in Linux?
14. a) How does Object-Oriented Programming (OOP) relate to Android development?
(OR)
b) What are some key tools and features provided by the Android Software Development Kit (ASDK) for developers?
15. a) How can you enhance the user experience of the Welcome App through localization and internationalization?
(OR)
b) Explain the significance of the Android Studio window in the development of the Welcome App.

SECTION - C

(4 X 10 = 40 MARKS)

ANSWER ANY FOUR OUT OF SIX QUESTIONS

(16th QUESTION IS COMPULSORY)

(K4 (Or) K5)

16. Illustrate the different techniques and tools available in Android Studio for building the graphical user interface (GUI) of the Welcome App.
17. Describe some advanced editing techniques in the VIM editor.
18. How does redirection work in Shell Programming? Explain.
19. Explain the Linux environment in relation to working with files.
20. Explain the significance of Google Play in terms of app distribution and updates.
21. Describe the process of running and testing the Welcome App on a physical device or Emulator.
