

# **Team Leader Android Developer Job Interview Questions And Answers**



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## Team Leader Android Developer Interview Questions And Answers Guide.

### Question - 1:

Explain me what is an implicit Intent?

#### Ans:

Implicit Intent doesn't specify the component. In such case, intent provides information of available components provided by the system that is to be invoked.

[View All Answers](#)

### Question - 2:

Explain me what is a Sticky Intent in android?

#### Ans:

Sticky Intent is also a type of intent which allows the communication between a function and a service for example, `sendStickyBroadcast()` is performed after completion of intent also.

[View All Answers](#)

### Question - 3:

Explain me how can ANR be prevented?

#### Ans:

One technique that prevents the Android system from concluding a code that has been responsive for a long period of time is to create a child thread. Within the child thread, most of the actual tasks of the codes can be placed, so that the main thread runs with minimal periods of unresponsive time.

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### Question - 4:

Please explain what is a content provider in android?

#### Ans:

A content provider component supplies data from one application to others on request. Such requests are handled by the methods of the `ContentResolver` class. A content provider can use different ways to store its data and the data can be stored in a database, in files, or even over a network.

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### Question - 5:

Tell us if it is okay to change the name of an application after its deployment?

#### Ans:

It is not recommended to change the application name after its deployment because this action may break some functionality. For example, shortcuts will not work if you change application name.

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### Question - 6:

Tell me why can't you run java byte code on Android?

#### Ans:

Android uses DVM (Dalvik Virtual Machine) rather than JVM (Java Virtual Machine). If we want, we can get access to .jar file as a library.

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### Question - 7:

Please explain what is sleep mode in android?



**Ans:**

Sleep mode mean CPU will be sleeping and it doesn't accept any commands from android device except Radio interface layer and alarm.

[View All Answers](#)

**Question - 8:**

Tell me what does the intent filter do in android?

**Ans:**

Intent filters are filter out the intents.

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**Question - 9:**

Explain what is an ANR notification in Android?

**Ans:**

ANR is short for Application Not Responding. Android systems show this dialog if the application is performing too much of task on the main thread and has been unresponsive from a long time.

[View All Answers](#)

**Question - 10:**

Explain me what are the different storage methods in Android?

**Ans:**

Android offers several different options for data persistence. Shared Preferences - Store private primitive data in key-value pairs. This sometimes gets limited as it offers only key-value pairs. You cannot save your own java types. Internal Storage - Store private data on the device memory.

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**Question - 11:**

Do you know what is An Activity?

**Ans:**

Activity performs actions on the screen.If you want to do any operations, we can do with activity

[View All Answers](#)

**Question - 12:**

Tell us what are the exceptions available in android?

**Ans:**

InflateException, Surface.OutOfResourceException, SurfaceHolder.BadSurfaceTypeException, and WindowManager.BadTokenException

[View All Answers](#)

**Question - 13:**

How to deploy executable JARs on Android? Which packaging is supported by Android?

**Ans:**

No, Android platform does not support JAR deployments. Applications are packed into Android Package (.apk) using Android Asset Packaging Tool (AAPT) and then deployed onto Android platform. Google provides Android Development Tools for Eclipse that can be used to generate Android Package.

[View All Answers](#)

**Question - 14:**

Tell me which kernal is used in android?

**Ans:**

Android is customized Linux 3.6 kernel.

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**Question - 15:**

Do you know what is viewGroup in android?

**Ans:**

View group is a collection of views and other child views, it is an invisible part and the base class for layouts.

[View All Answers](#)

**Question - 16:**

Tell me what is the APK format?

**Ans:**

The Android packaging key is compressed with classes, UTs, supportive assets and manifest.All files are compressed to a single file is called APK.

[View All Answers](#)

**Question - 17:**

Tell me how many dialog boxes do support in android?

**Ans:**

AlertDialog, ProgressDialog, DatePickerDialog, and TimePickerDialog

[View All Answers](#)

**Question - 18:**

Tell me how to update UI from a service in android?

**Ans:**

Use a dynamic broadcast receiver in the activity, and send a broadcast from the service. Once the dynamic receiver is triggered update UI from that receiver.

[View All Answers](#)

**Question - 19:**

Explain me the resource that is a compiled visual resource and can be used as a background, title, or in other part of the screen?

**Ans:**

Drawable is the virtual resource that can be used as a background, title, or in other parts of the screen. It is compiled into an android.graphics.drawable subclass. A Drawable resource is a general concept for a graphic which can be drawn. The simplest case is a graphical file (bitmap), which would be represented in Android via a BitmapDrawable class.

The Drawable is stored as individual files in one of the res/drawable folders. The ADT project creation wizard creates these folders by default. You would store bitmaps for different resolutions in the -mdpi, -hdpi, -xhdpi, -xxhdpi subfolders of res/drawable. If these bitmaps are provided in a different folder, the Android system selects the correct one automatically based on the device configuration.

[View All Answers](#)

**Question - 20:**

Tell me what are the notifications available in android?

**Ans:**

Toast Notification - It will show a pop up message on the surface of the window

Status Bar Notification - It will show notifications on status bar

Dialogue Notification - It is an activity related notification.

[View All Answers](#)

**Question - 21:**

Tell me how to change application name after its deployment?

**Ans:**

It's not truly recommended to change application name after it's deployment, if we change, it will impact on all other internal components.

[View All Answers](#)

**Question - 22:**

Tell me what folders are important in android project?

**Ans:**

\* AndroidManifest.xml

\* build.xml

\* bin/

\* src/

\* res/

\* assets/

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**Question - 23:**

Tell us what language does android support to develop an application?

**Ans:**

Android applications has written using the java(Android SDK) and C/C++(Android NDK).

[View All Answers](#)

**Question - 24:**

Tell me what is action in Android?

**Ans:**

In Android, the action is a description of something that an intent sender desires.

SYNTAX:

CONTAINED IN:

DESCRIPTION:

Adds an action to an intent filter. An element must contain one or more elements. If it doesn't contain any, no Intent objects will get through the filter.

[View All Answers](#)

**Question - 25:**

Tell me what is ADB in android?

**Ans:**

It acts as bridge between emulator and IDE, it executes remote shell commands to run applications on an emulator

[View All Answers](#)

**Question - 26:**

Tell me how to Translate in Android?

**Ans:**

Android uses Google translator to translate data from one language into another language and placed as a string while development

[View All Answers](#)

**Question - 27:**

Please explain what are application Widgets in android?

**Ans:**

App Widgets are miniature application views that can be embedded in other applications (such as the Home screen) and receive periodic updates. These views are referred to as Widgets in the user interface, and you can publish one with an App Widget provider.

[View All Answers](#)

**Question - 28:**

Can you define the application resource file in android?

**Ans:**

JSON, XML, bitmap, etc. are application resources. You can inject these files to build process and can load them from the code.

[View All Answers](#)

**Question - 29:**

Tell us what is nine-patch images tool in android?

**Ans:**

We can change bitmap images in nine sections as four corners, four edges and an axis

[View All Answers](#)

**Question - 30:**

Please explain what are the tools placed in An Android SDK?

**Ans:**

Android SDK collaborated with Android Emulator, DDMS (Dalvik Debug Monitoring Services), AAPT (Android Asset Packaging tool) and ADB (Android debug bridge)

[View All Answers](#)

**Question - 31:**

Explain me enumerate three key loops when monitoring an activity?

**Ans:**

- Entire lifetime - activity happens between onCreate and onDestroy
- Visible lifetime - activity happens between onStart and onStop
- Foreground lifetime - activity happens between onResume and onPause

[View All Answers](#)

**Question - 32:**

Explain me what is the difference between a regular .png and a nine-patch image?

**Ans:**

It is a resizable bitmap resource that can be used for backgrounds or other images on the device. NinePatch class permits drawing a bitmap in nine sections. The nine patch images have extension as .9.png. It allows extension in 9 ways, i.e. 4 corners that are unscaled, 4 edges that are scaled in 1 axis, and the middle one that can be scaled into both axes.

[View All Answers](#)

**Question - 33:**

Tell me how do you find any view element into your program?

**Ans:**

Using findViewById we can find view element.

[View All Answers](#)

**Question - 34:**



Tell me what is fragment in android?

**Ans:**

Fragment is a piece of activity, if you want to do turn your application 360 degrees, you can do this by fragment.

[View All Answers](#)

**Question - 35:**

Do you know where layouts are placed in android?

**Ans:**

In The Layout folder, layouts are placed as XML files

[View All Answers](#)

**Question - 36:**

Tell me what is an explicit Intent?

**Ans:**

Android Explicit intent specifies the component to be invoked from activity. In other words, we can call another activity in android by explicit intent.

[View All Answers](#)

**Question - 37:**

Do you know what is ADB?

**Ans:**

ADB stands for Android Debug Bridge. It is a command line tool that is used to communicate with the emulator instance. ADB can control your device over USB from a computer, copy files back and forth, install and uninstall apps, run shell commands, and more. It is a client-server program that includes three components:

- A client, which runs on your development machine. You can invoke a client from a shell by issuing an ADB command. Other Android tools such as DDMS also create ADB clients.
- A server, which runs as a background process on your development machine. The server manages communication between the client and the ADB daemon running on an emulator or device.
- A daemon, which runs as a background process on each emulator or device instance.

[View All Answers](#)

**Question - 38:**

Tell me which dialog boxes can you use in your Android application?

**Ans:**

- \* AlertDialog : An alert dialogue box supports 0 to 3 buttons and a list of selectable elements.
- \* ProgressDialog : An extension to AlertDialog and you may add buttons to it. It shows a progress wheel or a progress bar.
- \* DatePickerDialog : It is used for selecting a date by the user.
- \* TimePickerDialog : It is used for selecting time by the user.

[View All Answers](#)

**Question - 39:**

Explain me Android application Architecture?

**Ans:**

Android application architecture has the following components. They are as follows -

Services - It will perform background functionalities

Intent - It will perform the inter connection between activities and the data passing mechanism

Resource Externalization - strings and graphics

Notification - light, sound, icon, notification, dialog box, and toast

Content Providers - It will share the data between applications

[View All Answers](#)

**Question - 40:**

Tell us what do ADT stands for?

**Ans:**

ADT stands for Android development tool, This is useful to develop the applications and test the applications.

[View All Answers](#)

**Question - 41:**

Tell me what is shared preferences in android?

**Ans:**

Shared preferences are the simplest mechanism to store the data in XML documents.

[View All Answers](#)

**Question - 42:**

Tell me what are the different storages available in android?



**Ans:**

Shared Preferences, Internal Storage, External Storage, SQLite Databases and Network Connection

[View All Answers](#)

**Question - 43:**

Please explain how does android track the application on process?

**Ans:**

Android provides a Unique ID to all applications is called as Linux ID, this ID is used to track each application.

[View All Answers](#)

**Question - 44:**

Tell me what are the type of flags to run an application in android?

**Ans:**

FLAG\_ACTIVITY\_NEW\_TASK  
FLAG\_ACTIVITY\_CLEAR\_TOP.

[View All Answers](#)

**Question - 45:**

Do you know how to launch an activity in android?

**Ans:**

Using with intent, we can launch an activity.  
`Intent intent = new Intent(this, MyTestActivity.class);`  
`startActivity(intent);`

[View All Answers](#)

**Question - 46:**

Tell me what is the order of dialog-box in android?

**Ans:**

- \* Positive
- \* Neutral
- \* Negative

[View All Answers](#)

**Question - 47:**

Tell me what is an Adapter in android?

**Ans:**

The Adapter is used to create child views to represent the parent view items.

[View All Answers](#)

**Question - 48:**

Explain me what is Android?

**Ans:**

Android is a stack of software for mobile devices which includes an Operating System, middleware and some key applications. The application executes within its own process and its own instance of Dalvik Virtual Machine.

[View All Answers](#)

**Question - 49:**

Tell me can Android application only be programmed in Java?

**Ans:**

No, it is not necessary. You can program Android apps can be created using NDK in C/C++. The NDK is a toolset that allows you to implement parts of your app using native-code languages such as C and C++. Typically, good use cases for the NDK are CPU-intensive applications such as game engines, signal processing, and physics simulation.

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**Question - 50:**

Explain me what is singleton class in android?

**Ans:**

A class which can create only an object, that object can be share able to all other classes.

[View All Answers](#)

**Question - 51:**

Do you know what is container in android?



**Ans:**

The container holds objects, widgets, labels, fields, icons, buttons, etc.

[View All Answers](#)

**Question - 52:**

Explain me what is ANR in android?

**Ans:**

ANR stands for application is not responding, basically it is a dialog box that appears when the application is not responding.

[View All Answers](#)

**Question - 53:**

Tell me what is An android manifest file?

**Ans:**

Every application must have an AndroidManifest.xml file (with precisely that name) in its root directory. The manifest file presents essential information about your app to the Android system, information the system must have before it can run any of the app's code.

[View All Answers](#)

**Question - 54:**

Tell me how will you pass data to sub-activities?

**Ans:**

We can use Bundles to pass data to sub-activities. There are like HashMaps that and take trivial data types. These Bundles transport information from one Activity to another

Code

```
Bundle b=new Bundle();  
b.putString("Email", "gg1@xyz.com");  
i.putExtra(b); //where I is intent
```

[View All Answers](#)

**Question - 55:**

Please explain how can two Android applications share same Linux user ID and share same VM?

**Ans:**

The applications must sign with the same certificate in order to share same Linux user ID and share same VM.

[View All Answers](#)

**Question - 56:**

Explain me what is the difference between an implicit intent and explicit intent?

**Ans:**

There are two types of Intent implicit and explicit intent, let see some more difference between them.

Implicit: Implicit intent is when you call system default intent like send email, send SMS, dial number.

For example,

```
Intent sendIntent = new Intent();  
sendIntent.setAction(Intent.ACTION_SEND);  
sendIntent.putExtra(Intent.EXTRA_TEXT, textMessage);  
sendIntent.setType("text/plain")  
startactivity(sendIntent);
```

Explicit: Explicit intent when you call you're on application activity from one activity to another

For example, first activity to second activity:

```
Intent intent = new Intent(first.this, second.class);  
startactivity(intent);
```

[View All Answers](#)

**Question - 57:**

Explain me why cannot you run standard Java bytecode on Android?

**Ans:**

Android uses Dalvik Virtual Machine (DVM) which requires a special bytecode. First of all, we have to convert Java class files into Dalvik Executable files using an Android tool called "dx". In normal circumstances, developers will not be using this tool directly and build tools will care for the generation of DVM compatible files.

[View All Answers](#)

**Question - 58:**

Tell me what is drawable folder in android?

**Ans:**

A compiled visual resource that can be used as a background, banners, icons, splash screen etc.

[View All Answers](#)

**Question - 59:**

Tell me how do you pass the data to sub-activities android?

**Ans:**

Using with Bundle, we can pass the data to sub activities.

```
Bundle bun = new Bundle();
```

```
bun.putString("EMAIL", "contact@tutorials.com");
```

[View All Answers](#)

**Question - 60:**

Tell me how is the use of web view in Android?

**Ans:**

WebView is UI component that can display either remote web-pages or static HTML

[View All Answers](#)

**Question - 61:**

Tell us what are the key components in android architecture?

**Ans:**

- \* Linux Kernel
- \* Libraries
- \* Android Framework
- \* Android applications.

[View All Answers](#)

**Question - 62:**

Tell me what is a service in android?

**Ans:**

The Service is like an activity to do background functionalities without UI interaction.

[View All Answers](#)

**Question - 63:**

Tell me what is An Intent?

**Ans:**

It is connected to either the external world of application or internal world of application, Such as, opening a pdf is an intent and connect to the web browser etc.

[View All Answers](#)

**Question - 64:**

How to perform actions that are provided by other application e.g. sending email?

**Ans:**

Intents are created to define an action that we want to perform and launches the appropriate activity from another application.

Code

```
Intent intent = new Intent(Intent.ACTION_SEND); intent.putExtra(Intent.EXTRA_EMAIL, recipientArray);
```

```
startActivity(intent);
```

[View All Answers](#)

**Question - 65:**

Tell us how do you find any view element into your program?

**Ans:**

findViewById : Finds a view that was identified by the id attribute from the XML processed in Activity.onCreate(Bundle).

Syntax

```
[Android.Runtime.Register("findViewById", "(ILandroid/view/View;","GetViewById_IHandler")]
```

```
public virtual View findViewById (int id)
```

[View All Answers](#)

**Question - 66:**

Tell me where can you define the icon for your Activity?

**Ans:**

The icon for an Activity is defined in the manifest file.

Code

```
<activity android:icon="@drawable/app_icon" android:name=".MyTestActivity"></activity>
```

which means you have to Open AndroidManifest.xml. Right under the root "manifest" node of the XML, we can see the "application" node. We have added this



attribute to "application". (The "icon" in "@drawable/icon" refers to the file name of the icon.)  
android:icon="@drawable/icon"

[View All Answers](#)

### **Question - 67:**

Tell us where will you declare your activity so the system can access it?

#### **Ans:**

Activity is to be declared in the manifest file. For example:

```
* <manifest></manifest>
```

```
* <application></application>
```

```
* <activity android:name=".MyIntellipaat">
```

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