

WCF SDK Interview Questions And Answers Guide.



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WCF SDK Job Interview Preparation Guide.

Question # 1

What is WCF?

Answer:-

Windows Communication Foundation (WCF) is an SDK for developing and deploying services on Windows. WCF provides a runtime environment for services, enabling you to expose CLR types as services, and to consume other services as CLR types. WCF is part of .NET 3.0 and requires .NET 2.0, so it can only run on systems that support it.

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Question # 2

What is service and client in perspective of data communication?

Answer:-

A service is a unit of functionality exposed to the world.
The client of a service is merely the party consuming the service.

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Question # 3

What is address in WCF and how many types of transport schemas are there in WCF?

Answer:-

Address is a way of letting client know that where a service is located. In WCF, every service is associated with a unique address. This contains the location of the service and transport schemas.

WCF supports following transport schemas

HTTP

TCP

Peer network

IPC (Inter-Process Communication over named pipes)

MSMQ

The sample address for above transport schema may look like

http://localhost:81

http://localhost:81/MyService

net.tcp://localhost:82/MyService

net.pipe://localhost/MyPipeService

net.msmq://localhost/private/MyMsMqService

net.msmq://localhost/MyMsMqService

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Question # 4

What are contracts in WCF?

Answer:-

In WCF, all services expose contracts. The contract is a platform-neutral and standard way of describing what the service does.

WCF defines four types of contracts.

Service contracts:

Describe which operations the client can perform on the service.

There are two types of Service Contracts.

ServiceContract - This attribute is used to define the Interface.

OperationContract - This attribute is used to define the method inside Interface.

```
[ServiceContract]
```

```
interface IMyContract
```

```
{
```

```
    [OperationContract]
```

```
    string MyMethod();
```

```
}
```

```
class MyService : IMyContract
```



```
{  
    public string MyMethod()  
    {  
        return "Hello World";  
    }  
}
```

Data contracts:

Define which data types are passed to and from the service. WCF defines implicit contracts for built-in types such as int and string, but we can easily define explicit opt-in data contracts for custom types.

There are two types of Data Contracts.

DataContract - attribute used to define the class

DataMember - attribute used to define the properties.

```
[DataContract]
```

```
class Contact
```

```
{  
    [DataMember]  
    public string FirstName;  
    [DataMember]  
    public string LastName;  
}
```

If DataMember attributes are not specified for a properties in the class, that property can't be passed to-from web service.

Fault contracts:

Define which errors are raised by the service, and how the service handles and propagates errors to its clients.

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Question # 5

Where we can host WCF services?

Answer:-

Every WCF services must be hosted somewhere. There are three ways of hosting WCF services.

They are

1. IIS
2. Self Hosting
3. WAS (Windows Activation Service)

For more details see <http://msdn.microsoft.com/en-us/library/bb332338.aspx>

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Question # 6

What is binding and how many types of bindings are there in WCF?

Answer:-

A binding defines how an endpoint communicates to the world. A binding defines the transport (such as HTTP or TCP) and the encoding being used (such as text or binary). A binding can contain binding elements that specify details like the security mechanisms used to secure messages, or the message pattern used by an endpoint.

WCF supports nine types of bindings.

Basic binding:

Offered by the BasicHttpBinding class, this is designed to expose a WCF service as a legacy ASMX web service, so that old clients can work with new services. When used by the client, this binding enables new WCF clients to work with old ASMX services.

TCP binding:

Offered by the NetTcpBinding class, this uses TCP for cross-machine communication on the intranet. It supports a variety of features, including reliability, transactions, and security, and is optimized for WCF-to-WCF communication. As a result, it requires both the client and the service to use WCF.

Peer network binding:

Offered by the NetPeerTcpBinding class, this uses peer networking as a transport. The peer network-enabled client and services all subscribe to the same grid and broadcast messages to it.

IPC binding:

Offered by the NetNamedPipeBinding class, this uses named pipes as a transport for same-machine communication. It is the most secure binding since it cannot accept calls from outside the machine and it supports a variety of features similar to the TCP binding.

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Question # 7

What is endpoint in WCF?

Answer:-

Every service must have Address that defines where the service resides, Contract that defines what the service does and a Binding that defines how to communicate with the service. In WCF the relationship between Address, Contract and Binding is called Endpoint.

The Endpoint is the fusion of Address, Contract and Binding.

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Question # 8

How to define a service as REST based service in WCF?

Answer:-

WCF 3.5 provides explicit support for RESTful communication using a new binding named WebHttpBinding.

The below code shows how to expose a RESTful service

```
[ServiceContract]  
interface IStock  
{
```



```
[OperationContract]
[WebGet]
int GetStock(string StockId);
}
```

By adding the WebGetAttribute, we can define a service as REST based service that can be accessible using HTTP GET operation.

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Question # 9

What is the address formats of the WCF transport schemas?

Answer:-

Address format of WCF transport schema always follow [transport]://[machine or domain][:optional port] format.

for example:

HTTP Address Format

http://localhost:8888

the way to read the above url is

"Using HTTP, go to the machine called localhost, where on port 8888 someone is waiting"

When the port number is not specified, the default port is 80.

TCP Address Format

net.tcp://localhost:8888/MyService

When a port number is not specified, the default port is 808:

net.tcp://localhost/MyService

NOTE:

Two HTTP and TCP addresses from the same host can share a port, even on the same machine.

IPC Address Format

net.pipe://localhost/MyPipe

We can only open a named pipe once per machine, and therefore it is not possible for two named pipe addresses to share a pipe name on the same machine.

MSMQ Address Format

net.msmq://localhost/private/MyService

net.msmq://localhost/MyService

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Question # 10

What is Proxy and how to generate proxy for WCF Services?

Answer:-

The proxy is a CLR class that exposes a single CLR interface representing the service contract. The proxy provides the same operations as service's contract, but also has additional methods for managing the proxy life cycle and the connection to the service. The proxy completely encapsulates every aspect of the service: its location, its implementation technology and runtime platform, and the communication transport.

The proxy can be generated using Visual Studio by right clicking Reference and clicking on Add Service Reference. This brings up the Add Service Reference dialog box, where you need to supply the base address of the service (or a base address and a MEX URI) and the namespace to contain the proxy.

Proxy can also be generated by using SvcUtil.exe command-line utility. We need to provide SvcUtil with the HTTP-GET address or the metadata exchange endpoint address and, optionally, with a proxy filename. The default proxy filename is output.cs but you can also use the /out switch to indicate a different name.

SvcUtil http://localhost/MyService/MyService.svc /out:Proxy.cs

When we are hosting in IIS and selecting a port other than port 80 (such as port 88), we must provide that port number as part of the base address:

SvcUtil http://localhost:88/MyService/MyService.svc /out:Proxy.cs

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Question # 11

What are different elements of WCF Services Client configuration file?

Answer:-

WCF Services client configuration file contains endpoint, address, binding and contract. A sample client config file looks like

```
<system.serviceModel>
  <client>
    <endpoint name = "MyEndpoint"
      address = "http://localhost:8000/MyService/"
      binding = "wsHttpBinding"
      contract = "IMyContract"
    />
  </client>
</system.serviceModel>
```

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Question # 12

What is Transport and Message Reliability?

Answer:-

Transport reliability (such as the one offered by TCP) offers point-to-point guaranteed delivery at the network packet level, as well as guarantees the order of the packets. Transport reliability is not resilient to dropping network connections and a variety of other communication problems.

Message reliability deals with reliability at the message level independent of how many packets are required to deliver the message. Message reliability provides for end-to-end guaranteed delivery and order of messages, regardless of how many intermediaries are involved, and how many network hops are required to deliver the message from the client to the service.

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Question # 13

How to configure Reliability while communicating with WCF Services?

Answer:-

Reliability can be configured in the client config file by adding reliableSession under binding tag.

```
<system.serviceModel>
  <services>
    <service name = "MyService">
      <endpoint
        address = "net.tcp://localhost:8888/MyService"
        binding = "netTcpBinding"
        bindingConfiguration = "ReliableCommunication"
        contract = "IMyContract"
      />
    </service>
  </services>
  <bindings>
    <netTcpBinding>
      <binding name = "ReliableCommunication">
        <reliableSession enabled = "true"/>
      </binding>
    </netTcpBinding>
  </bindings>
</system.serviceModel>
```

Reliability is supported by following bindings only

NetTcpBinding
WSHttpBinding
WSFederationHttpBinding
WSDualHttpBinding

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Question # 14

How to set the timeout property for the WCF Service client call?

Answer:-

The timeout property can be set for the WCF Service client call using binding tag.

```
<client>
  <endpoint
    ...
    binding = "wsHttpBinding"
    bindingConfiguration = "LongTimeout"
    ...
  />
</client>
<bindings>
  <wsHttpBinding>
    <binding name = "LongTimeout" sendTimeout = "00:04:00"/>
  </wsHttpBinding>
</bindings>
```

If no timeout has been specified, the default is considered as 1 minute.

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Question # 15

How to deal with operation overloading while exposing the WCF services?

Answer:-

By default overload operations (methods) are not supported in WSDL based operation. However by using Name property of OperationContract attribute, we can deal with operation overloading scenario.

```
[ServiceContract]
interface ICalculator
{
  [OperationContract(Name = "AddInt")]
  int Add(int arg1,int arg2);
  [OperationContract(Name = "AddDouble")]
  double Add(double arg1,double arg2);
}
```

Notice that both method name in the above interface is same (Add), however the Name property of the OperationContract is different. In this case client proxy will have two methods with different name AddInt and AddDouble.

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Question # 16

Tell me how to avoid ANR status?

Answer:-

Android allows the system to protect the applications that are not responsive for a period of time by displaying a status called as ANR (Application not responding). Methods should use the main thread for work, as it takes long time for the main thread to complete the task. The work should be divided and another thread named as child thread be used for executing more tasks, as it takes less time. Main thread should provide a handler for child threads to post back upon completion.

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Question # 17

List the file features used in android?

Answer:-

Android is rich in file features and it provides lots of variations in them as well. The file features are as follows:

Intent filters:

Includes bundle of information which describes a desired action.

Icons and Labels:

Includes information for small icon and a text label that can be displayed to users. These are set for an intent filter and are used to represent a component which fulfills the function advertised by the filter.

Permissions:

It is a restriction or limitation access to a part of code or data on the device. It is given as:-android.permission.CALL_EMERGENCY_NUMBERS

Libraries:

It includes the basic packages for building and developing applications.

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Question # 18

Define localization and how to achieve?

Answer:-

Localization is a way of representing the products in different languages. Android is an operating system which runs in many regions, so to reach different users localization is a must. Localization in Android can be achieved by incorporating different languages in the application which you are using. To do this knowledge of Java, XML elements, Activity lifecycle and general principles of internationalization and localization are required.

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Question # 19

Define Android Application Architecture?

Answer:-

Android application architecture allows the simplification and reuse of any application. It provides a better way to publish the capabilities of the application so that any other application can make good use of those capabilities.

This architecture includes the following components:

Intent: perform some operation on some activity and service

Resource Externalization - such as strings and graphics

Notification signaling users - light, sound, icon etc.

Content Providers - sharing of data between various applications

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Question # 20

Which dialog boxes are supported by android?

Answer:-

There are 4 dialog boxes which have been supported by Android.

These are as follows:

AlertDialog:

It supports 0 to 3 buttons with a list of select-able elements that includes check boxes and radio buttons.

ProgressDialog:

It displays the progress of any dialog or application. It is an extension of AlertDialog and supports adding buttons.

DatePickerDialog:

It is used to give provision to the user to select the date

TimePickerDialog:

It is used to give provision to the user to select the time

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Question # 21

How to make an APK file?

Answer:-

To make an APK file, first android is compiled and then all of its parts are grouped in one file termed as package. The package consists of the entire program's code (.dex files), resources, manifest file etc. The file is saved with .apk extension.

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Question # 22

Define APK format in Android?

Answer:-

APK termed as Application package file is a format that is used to distribute and install the application software for android, and middleware on the android operating system.

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Question # 23

How you can translate in Android?

Answer:-



Android uses Google translator to translate data from one language into another language using XAMPP. XAMPP is used to transmit the data. The steps which have to be followed are: Type the message in your language, go to the language setting, a list will be displayed there, select the language from the list to convert your text.

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Question # 24

Where android can be used real time scenario?

Answer:-

Imagine a situation that you are in a country where no one understands the language you speak and you can not read or write. However, you have mobile phone with you.

With a mobile phone with android, the Google translator translates the data of one language into another language by using XMPP to transmit data. You can type the message in English and select the language which is understood by the citizens of the country in order to reach the message to the citizens.

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Question # 25

List the advantages of Android?

Answer:-

The following are the advantages of Android:

The customer will be benefited from wide range of mobile applications to choose, since the monopoly of wireless carriers like AT&T and Orange will be broken by Google Android.

Features like weather details, live RSS feeds, opening screen, icon on the opening screen can be customized

Innovative products like the location-aware services, location of a nearby convenience store etc., are some of the additive facilities in Android.

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Question # 26

What dialog boxes that are supported in android?

Answer:-

Android supports 4 dialog boxes:

AlertDialog:

An alert dialog box supports 0 to 3 buttons and a list of select-able elements, including check boxes and radio buttons. Among the other dialog boxes, the most suggested dialog box is the alert dialog box.

ProgressDialog:

This dialog box displays a progress wheel or a progress bar. It is an extension of AlertDialog and supports adding buttons.

DatePickerDialog:

This dialog box is used for selecting a date by the user.

TimePickerDialog:

This dialog box is used for selecting time by the user.

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Question # 27

How you can select more than one option from list in android xml file?

Answer:-

Specify android id, layout height and width as depicted in the following example.

```
<ListView android:id="@+id/ListView01" android:layout_height="wrap_content" android:layout_width="fill_parent"></ListView>
```

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Question # 28

Define TTL (Time to Live) and why is it required?

Answer:-

TTL is a value in data packet of Internet Protocol. It communicates to the network router whether or not the packet should be in the network for too long or discarded. Usually, data packets might not be transmitted to their intended destination within a stipulated period of time. The TTL value is set by a system default value which is an 8-bit binary digit field in the header of the packet. The purpose of TTL is, it would specify certain time limit in seconds, for transmitting the packet header. When the time is exhausted, the packet would be discarded. Each router receives the subtracts count, when the packet is discarded, and when it becomes zero, the router detects the discarded packets and sends a message, Internet Control Message Protocol message back to the originating host.

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Question # 29

How AOSP relate to the Android Compatibility Program?

Answer:-

AOSP stands for Android Open-source project that maintains Android software and keep track of the new versions. It can be used for any purpose including the devices that are not compatible with other devices. It is related to the Android Compatibility Program as it defines the implementation of Android that is compatible with the third party apps.

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Question # 30

Describe Sticky Intent?

Answer:-



Intent is basically an abstract description of an operation that has to be performed for communication. Sticky Intent is also a type of intent which allows the communication between a function and a service. For example: `sendStickyBroadcast()` performs `send Broadcast(Intent)` which stays even after the broadcast is complete. It helps in retrieving the data quickly. The message `ACTION_BATTERY_CHANGED` of an operating system is an example of it.

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Question # 31

List the different Storage Methods in android?

Answer:-

Android provides many options for storage of persistent data. It provides the solution according to your need. The storages which have been provided in Android are as follows:

Shared Preferences:

Store private primitive data in key-value pairs

Internal Storage:

Store private data on the device memory.

External Storage:

Store public data on the shared external storage.

SQLite Databases:

Store structured data in a private database.

Network Connection:

Store data on the web with your own network server.

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Question # 32

List the exceptions of Android?

Answer:-

The following are the exceptions that are supported by Android.

InflateException:

When an error conditions are occurred, this exception is thrown.

Surface.OutOfResourceException:

When a surface is not created or resized, this exception is thrown. `SurfaceHolder.BadSurfaceTypeException`:

This exception is thrown from the `lockCanvas()` method, when invoked on a Surface whose is `SURFACE_TYPE_PUSH_BUFFERS`

`WindowManager.BadTokenException`:

This exception is thrown at the time of trying to add view an invalid `WindowManager.LayoutParams`.

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Question # 33

Described the Content provider component of Android?

Answer:-

Content provider is a data store that enables data sharing across different applications. Content providers provide a uniform interface to access the data. An example is Call logs.

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Question # 34

Described the components of Android?

Answer:-

The main components of Android are:

1) Activity

2) Intent

3) Service

4) Broadcast receiver

5) Content Provider

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Question # 35

Described the activity component of Android?

Answer:-

Activity provides an interface for users to interact with the application and take an action;

for instance: Login to a website. The different screens/windows of an application are the different activities. An application generally has multiple activities.

Activities are like the pages in a website. For instance, in a Facebook app, the login screen is one activity, and the news feeds from your friends after signing in would be another one.

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Question # 36

Described resource in Android?

Answer:-

A user defined JSON, XML, bitmap, or other file, injected into the application build process, which can later be loaded from code.

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Question # 37

How to handle an audio stream for a call in Android?

Answer:-

Permission.PROCESS_OUTGOING_CALLS: Will Allow an application to monitor, modify, or abort outgoing calls. So using that permission we can monitor the Phone calls.

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Question # 38

Does Android support the Bluetooth serial port profile?

Answer:-

Yes.

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Question # 39

Tell me is it possible to started an application on powerup?

Answer:-

Yes.

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Question # 40

What is needed to make multiple choice list with custom view for each row?

Answer:-

Multiple choice list can be viewed by making the CheckBox android:id value be "@android:id/text1". That is the ID used by Android for the CheckedTextView in simple_list_item_multiple_choice.

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Question # 41

What is APK format for Android?

Answer:-

The APK file is compressed AndroidManifest.xml file with extension .apk. It also includes the application code (.dex files), resource files, and other files which are compressed into a single .apk file.

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Question # 42

Described the Intent component of Android?

Answer:-

Think of Intent as a message to allow the application to request action from the other application components (like activity), for instance VIEW, CALL, PLAY etc. Suppose, on your Facebook app, the running activity is the Newsfeed, and you want to view (in full frame) a pic your friend posted. The click action on the photo would be the View Photo Intent, and the Photo screen (which is a new activity) gets loaded on the click (as the message is communicated).

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Question # 43

Can you please explain the difference between nine-patch image vs regular Bitmap image?

Answer:-

It is one of a re-sizable bitmap resource which is being used as backgrounds or other images on the device. The Nine-Patch class allows drawing a bitmap in nine sections. The four corners are un-scaled; the middle of the image is scaled in both axes, the four edges are scaled into one axis.

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Question # 44

Described DatePickerDialog in Android?

Answer:-

This dialog box is used for selecting a date by the user.

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Question # 45

Described TimePickerDialog in Android?

Answer:-

This dialog box is used for selecting time by the user.

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Question # 46



Described ProgressDialog in Android?

Answer:-

This dialog box displays a progress wheel or a progress bar. It is an extension of AlertDialog and supports adding buttons.

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Question # 47

Described AlertDialog in Android?

Answer:-

An alert dialog box supports 0 to 3 buttons and a list of select-able elements, including check boxes and radio buttons. Among the other dialog boxes, the most suggested dialog box is the alert dialog box.

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Question # 48

Described res folder in Android?

Answer:-

This folder contains all the resource file that is used by android application. It contains subfolders as: drawable, menu, layout, and values etc.

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Question # 49

Described gen folder in Android?

Answer:-

This folder contains the R.java file. It is compiler-generated file that references all the resources found in your project. You should not modify this file.

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Question # 50

Described Android 4.0 library folder in Android?

Answer:-

This folder contains android.jar file, which contains all the class libraries needed for an Android application.

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Question # 51

Described assets folder in Android?

Answer:-

This folder contains all the information about HTML file, text files, databases, etc.

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Question # 52

Described bin file in Android?

Answer:-

It contains the .apk file (Android Package) that is generated by the ADT during the build process. An .apk file is the application binary file. It contains everything needed to run an Android application.

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Question # 53

Described src file in Android?

Answer:-

src Contains the .java source files for your project. You write the code for your application in this file. This file is available under the package name for your project.

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Question # 54

List the important file and folder when you create new android application?

Answer:-

When we create android application the following folders are created in the package explorer in eclipse which are as follows:

- * src
- * gen
- * assets
- * bin
- * res

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Question # 55

How many dialog boxes are supported in android?



Answer:-

Android supports 4 dialog boxes:

- * AlertDialog
- * ProgressDialog
- * DatePickerDialog
- * TimePickerDialog

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Question # 56

What kind of information about application AndroidManifest.xml file contains?

Answer:-

- * It contains the package name of the application.
- * The version code of the application is 1. This value is used to identify the version number of your application.
- * The version name of the application is 1.0
- * The android:minSdkVersion attribute of the element defines the minimum version of the OS on which the application will run.
- * ic_launcher.png is the default image that located in the drawable folders.
- * app_name defines the name of application and available in the strings.xml file.
- * It also contains the information about the activity. Its name is same as the application name.

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Question # 57

What are the application of shared preference?

Answer:-

- * Storing the information about number of visitors (counter).
- * Storing the date and time (when your Application is updated).
- * Storing the username and password.
- Storing the user settings.

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Question # 58

What are the key components of Android Architecture?

Answer:-

Android Architecture consists of 4 key components:

- * Linux Kernel
- * Libraries
- * Android Framework
- * Android Applications

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Question # 59

Describe AndroidManifest.xml file in detail?

Answer:-

```
<?xml version="1.0" encoding="utf-8"?>
<manifest xmlns:android="http://schemas.android.com/apk/res/android" package="com.example.globalguideline" android:versionCode="1"
android:versionName="1.0">
<uses-sdk android:minSdkVersion="8" android:targetSdkVersion="18" />
<application android:allowBackup="true" android:icon="@drawable/ic_launcher" android:label="@string/app_name" android:theme="@style/AppTheme">
<activity android:name="com.example.globalguideline.MainActivity" android:label="@string/app_name">
<intent-filter>
<action android:name="android.intent.action.MAIN" />
<category android:name="android.intent.category.LAUNCHER" />
</intent-filter>
</activity>
</application>
</manifest>
```

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Question # 60

Describe AIDL?

Answer:-

- * AIDL is the abbreviation for Android Interface Definition Language.
- * It handles the interface requirements between a client and a service to communicate at the same level through inter-process communication.
- * The process involves breaking down objects into primitives that are Android understandable.

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Question # 61

Which data types are supported by AIDL?

Answer:-



AIDL supports following data types:

- * String
- * List
- * Map
- * CharSequence
- * All native Java data types like int, long, char and Boolean

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Question # 62

Describe Dalvik Virtual Machine?

Answer:-

- * It is Android's virtual machine.
- * It is an interpreter-only virtual machine which executes files in Dalvik Executable (.dex) format. This format is optimized for efficient storage and memory-mappable execution.

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Question # 63

Describe activity creator in Android?

Answer:-

- * An activity Creator is the initial step for creation of a new Android project.
- * It consists of a shell script that is used to create new file system structure required for writing codes in Android IDE.

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Question # 64

Define sending SMS messages programmatically?

Answer:-

Take a button on activity_main.xml file as follows.

```
<Button android:id="@+id/btnSendSMS" android:layout_width="wrap_content" android:layout_height="wrap_content" android:layout_centerHorizontal="true" android:layout_centerVertical="true" android:onClick="sendmySMS" android:text="sendSMS" />
```

According to above code when user clicks the button sendmySMS method will be called. sendmySMS is user defined method.

In the AndroidManifest.xml file, add the following statements

```
<uses-permission android:name="android.permission.SEND_SMS"/>
```

Now we write the final step. Write the given below method in MainActivity.java file

```
public void sendmySMS(View v)
{
    SmsManager sms = SmsManager.getDefault();
    sms.sendTextMessage("5556", null, "Hello from google", null, null);
}
```

In this example I have used two emulators. On the first Android emulator (5554), click the Send SMS button to send an SMS message to the second emulator (5556).

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Question # 65

Describe the sending SMS in android?

Answer:-

SMS messaging is one of the basic and important applications on a mobile phone. Now days every mobile phone has SMS messaging capabilities, and nearly all users of any age know how to send and receive such messages. Mobile phones come with a built-in SMS application that enables you to send and receive SMS messages.

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Question # 66

What are the android activities?

Answer:-

Activity provides the user interface. When you create an android application in eclipse through the wizard it asks you the name of the activity. Default name is MainActivity. You can provide any name according to the need. Basically it is a class (MainActivity) that is inherited automatically from Activity class. Mostly, applications have one or more activities; and the main purpose of an activity is to interact with the user. Activity goes through a number of stages, known as an activity's life cycle.

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Question # 67

What are the different data storage options which are available in Android?

Answer:-

Different data storage options are available in Android are:

- * SharedPreferences
- * SQLite
- * ContentProvider
- * File Storage
- * Cloud Storage

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Question # 68

Describe Broadcast receiver component of Android?

Answer:-

A Broadcast receiver comes into action only in specific situations. Suppose an Intent for which a particular broadcast receiver has been registered occurs, the broadcast receiver is triggered into action and the user gets a notification for the same. (For example: Battery low notification).

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Question # 69

Describe the Services component of Android?

Answer:-

Services are components that do not have a User Interface; they run in the background. An example of Service component in Facebook app would be the friend request notifications. They would continue to run, even if you switch to another activity or application.

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Question # 70

How to use built-in messaging within the application?

Answer:-

Intent object to activate the built-in Messaging service. You have to pass MIME type "vnd.android-dir/mms-sms", in setType method of Intent as shown in the following given below code.

```
Intent intent = new Intent (android.content.Intent.ACTION_VIEW);
intent.putExtra("address", "5556; 5558;");// Send the message to multiple recipient.
intent.putExtra("sms_body", "Hello my friends!");
intent.setType("vnd.android-dir/mms-sms");
startActivity(intent);
```

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Question # 71

What is SDK (Software development kit)?

Answer:-

A software development kit is typically a set of software development tools that allows the creation of applications for a certain software package, software framework, hardware platform, computer system, video game console, operating system, or similar development platform.

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