



PART - B (5 x 3 = 15 Marks)

6. What are the essential tasks involved in publishing a mobile application?
7. In what way gestures are preferred than touch events.
8. List out the challenges for mobile cloud computing.
9. What are the layers present in the android architecture?
10. What are the applications of MapKit?

PART - C (5 x 16 = 80 Marks)

11. (a) Explain in detail about the business drivers in mobile application development. (16)

Or

- (b) (i) What is requirement gathering? Discuss. (8)  
(ii) Discuss about the importance of delivery of mobile applications. (8)

12. (a) With neat diagram explain embedded OS architecture. (16)

Or

- (b) Describe about the role of quality constraints in mobile applications. (16)

13. (a) What are the steps involved in designing multimedia application? Explain. (16)

Or

- (b) (i) Discuss about the impact of GPS on mobile applications. (8)  
(ii) What is the role of mobile networks in social media applications? (8)

14. (a) How to interact with UI? Explain with an example. (16)

Or

- (b) Write short notes on  
(i) Google maps (8)  
(ii) GPS and Wifi (8)

15. (a) Discuss briefly about data persistence using SQLite? (16)

Or

- (b) Explain in detail about the design methodology involved in developing calendar application using objective C. (16)