A

Answer ALL Questions

PART A - (10 x 1 = 10 Marks)

1. A programming environment that has been packaged as an application   CO1- U
    program.

    (a) Programming Language   (b) Android SDK

    (c) Visual Studio   (d) Integrated Development Environment

2. A Mobile application is a _____application designed to run on   CO1- U
    smart phones, tablet computers and other mobile devices.

    (a) Hardware   (b) malware   (c) software   (d) OPL

3. All layout classes are the subclasses of   CO1- U

    (a) android.widget   (b) android.view.View

    (c) android.view.Viewgroup   (d) None of the above

4. Which of the following android component displays the part of an   CO1- U
    activity on screen?

    (a) View   (b) Manifest   (c) Intent   (d) Fragment

5. Which of the following is Application development environments for   CO1- U
    iOS?

    (a) Cocoa   (b) Cocoa touch   (b) Cocoa iOS   (d) Cocoa begin

6. In Which state the app is running in the foreground and is receiving   CO1- U
    events?

    (a) Not running   (b) Inactive   (c) Background   (d) Active

7. Which Of The Following Is Incorrect Data Type In SWIFT ? CO1- U

(a) UInt (b) Double (c) Char (d) Optional

8. Which is not a valid Android resource file name of the following? CO1- U

(a) my_layout.xml (b) mylayout.xml (c) my_layout.xml (d) mylayout.xml

9. Which of the following has made the development of mobile Web applications much easier and more powerful? CO1- U

(a) Web Services (b) Cloud Computing (c) IM (d) None of the above

10 Which of the following is the core module of Android for Internet computing? CO1- U

(a) SQLite RDBMS (b) SQLServer DBMS

(c) OpenPL (d) None of the mentioned

PART – B (5 x 2= 10 Marks)

11 What is the importance of mobile strategies in the business world? CO1- U

12 What is the use of Bundle in Android? CO1- U

13 What are architecture patterns in iOS? CO1- U

14 What is core location in iOS? CO1- U

15 What is the main purpose of web service? CO1- U

PART – C (5 x 16= 80 Marks)

16 (a) Discuss in detail about the market and business driver for Mobile Application CO1-U (16)

Or

(b) (i) What are the requirements gathering and validation for mobile application. CO1-U (8)

(ii) How to determine the Third party framework in Mobile Application. CO1-U (8)

17 (a) Develop a native application that uses GPS locations information. CO2-App (16)

Or

(b) Write an application that draws basic graphical primitives on the screen. CO2-App (16)

18 (a) Explain in details about User Interface Design tools in iOS application. CO1-U (16)

Or

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(b) Why design patterns are important? Name some of the popular design patterns used in iOS?　CO1-U　(16)

19. (a) Develop an ios applications for adding UI elements associated with login form(user name and password).　CO2-App　(16)

Or

(b) Develop a native calculator application using swift iOS.　CO2-App　(16)

20. (a) Explain performance for best practices in android location mobility. What are the issues will face in location mobility.　CO1-U　(16)

Or

(b) Demonstrate how to create consumable web services for mobile devices.　CO1-U　(16)

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