

M.C.A. (CBCS) DEGREE EXAMINATION,
NOVEMBER 2023

Third Semester

Computer Applications – Elective

MOBILE APPLICATION DEVELOPMENT

(For those who joined in July 2021-2022 onwards)

Time : Three hours

Maximum : 75 marks

PART A — (10 × 1 = 10 marks)

Answer ALL questions.

Choose the correct answer :

1. Mobile phone communication is a _____ communication
(a) simplex (b) full duplex
(c) half duplex (d) full simplex
2. WAF stands for
(a) WAP Application Firewall
(b) Web Application Firewall
(c) Wireless Application Firewall
(d) Web Android Framework

3. Which of the following virtual machine is used by the Android operating system?
(a) JVM
(b) Dalvik virtual machine
(c) Simple virtual machine
(d) None of the above
4. Android is based on which of the following language?
(a) Java (b) C+
(c) C (d) C++
5. What is an Interface in android?
(a) Interface is a class
(b) Interface acts as a bridge between class and the outside world
(c) Interface is a layout file
(d) All of the above
6. The full form of ADB is _____
(a) Android Delete Bridge
(b) Android Debug Bridge
(c) Android Destroy Bridge
(d) Android Developed Bridge

7. You can create a custom view by extending class _____

- (a) android.widget.View
- (b) android.widget.LinearLayout
- (c) android.view.View
- (d) android.content

8. _____ is a pre defined subclass of textview that includes rich editing capabilities.

- (a) Button (b) Textview
- (c) Edittext (d) viewText

9. Which of the following is Application development environments for IOS?

- (a) Cocoa (b) Cocoa touch
- (c) Cocoa IOS (d) Cocoa begin

10. The iPhone SDK runs only on _____ OS?

- (a) Mac (b) Android
- (c) windows 7 (d) ios

PART B — (5 × 5 = 25 marks)

Answer ALL questions, choosing either (a) or (b).

Each answer should not exceed 250 words.

11. (a) Identify the factors that affect the cost of mobile application development.

Or

- (b) Present the three important considerations on mobile information design.

12. (a) Interpret the steps in creating your first Android application.

Or

- (b) List the fragments in Android programme and explain.

13. (a) Specify the three ways to get location data. Explain the Android code.

Or

- (b) How do you prepare your application for publishing? Explain.

14. (a) How sending SMS message work's in Android application?

Or

(b) Explain how to download text content using an android application.

15. (a) Interpret the components of XCODE.

Or

(b) What are the important tools for iOS App Development? Explain.

PART C — (5 × 8 = 40 marks)

Answer ALL questions, choosing either (a) or (b).

Each answer should not exceed 600 words.

16. (a) Analyze the importance of mobile strategies in the business.

Or

(b) Organize the tools of Mobile interface design and Explain.

17. (a) Describe the architecture of Android with diagram.

Or

(b) Present an overview of anatomy of an Android Application.

18. (a) Illustrate views and viewgroups in Android UI design.

Or

(b) Discuss the three ways to deploy APK files.

19. (a) Illustrates sending email with Android application program.

Or

(b) Appraise the binding of activities with services in an android application.

20. (a) Formulate the iOS architecture for mobile application.

Or

(b) Elaborate on useful features in Windows Phone.