SNS COLLEGE OF ENGINEERING

B.E., CSE - VI SEM

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

QUESTION BANK

19CS603 - MOBILE APPLICATION DEVELOPMENT

UNIT – I INTRODUCTION

Part –A (2 marks)

1. Define Mobile Application?
2. List the uses of mobile application.
3. When is RTOS necessary?
4. What are the advantages of mobile devices in business applications?
5. What are the essential tasks involved in publishing a Mobile Application?
6. What are the activities involved in Requirement Gathering?
7. Define SMART Requirements?
8. Define Validation?
9. Difference between Verification and Validation?
10. What is Requirement Gathering?
11. Why Requirement Gathering is a Key?
12. Give the Advantages and Disadvantages for Mobile Application?
13. What are the types of Mobile Devices?
14. What are the types of Mobile Applications?
15. What are the types of Third-party framework?
16. Give the reasons to build Mobile Application.
17. What are the Myths of Mobile Application?
18. Define Third party framework?
19. What do you mean by MVC?
20. What is the functionality of Mobile Application?

PART-B (16 marks)

1. Explain in detail the Model view controller with a neat diagram.

2. Discuss in detail about the Market Drivers in Mobile Application?
3. Explain in detail about the Business Drivers in Mobile Application Development?
4. What is Requirement Gathering? Explain in detail.
5. Explain in detail about validation in Mobile Applications.
6. Define Myths? Explain in detail with suitable example.
7. What do you mean by Publishing? Explain its relevance in Mobile Applications?
8. Explain in detail the importance of delivery of Mobile Application?
9. Discuss about RTOS with suitable example?
10. Explain in detail the role of simulators and Emulators in Mobile Application?

UNIT – II BASIC DESIGN

PART – A (2 marks)

1. Define embedded OS.
2. What is embedded system? Give example.
3. List the components in embedded system design?
4. Give the characteristics involved in mobile devices?
5. What are challenges in developing mobile application?
6. List the advantages and disadvantages of 2- tier architecture.
7. What are the components of UI tool kit?
8. List out the various design issues that needs to be considered during the development of mobile application.
9. In what way gestures are preferred than touch events.
10. Explain pan event.
11. What is two finger tap?
12. What are the swipe operations in mobile devices?
13. What is the use of long tap?
14. List out the general design considerations in mobile application.
15. What are the guidelines in designing exception management?
16. Define lifetime value.
17. Define cohorts.
18. What are the requirements in achieving quality constraints?
19. What is OWASP?
20. What is tampering?

PART – B (16 marks)

1. Explain in detail about embedded system design.
2. Explain embedded OS architecture with relevant diagrams.
3. With neat diagram explain mobile application architecture.
4. Discuss various user interfaces in mobile application.
5. Explain various touch events and gestures in mobile device.
6. Discuss different types of mobile OS in detail.
7. Explain the role of quality constraints in mobile applications.
8. What are the features considered for a successful mobile application?
9. Explain the hardware constraints involved in mobile design.
10. Explain the software constraints involved in mobile design.

Unit-III Advanced design Part –A (2 marks)

1. Compare Web Access for Novell iFolder 2.x and 3.
2. List out the features for capabilities for web access.

3. Draw the flow chart of mobile application for integration with GPS.

4. Define mobile cloud architecture.

5. Draw the mobile cloud architecture diagram. 6. List the challenges for mobile cloud computing 7. What are the different types of social media?

8. List out the types of design patterns for mobile applications.

9. Enumerate types of interactive multimedia application. 10. Define major characteristics for multimedia applications. 11. what are different applications for multimedia.

12. How to structure information in multimedia form? 13. Define GPS.

14. Define web access.

15. List out the different applications in cloud computing environment. 16. What are the issues in social media networking.

17. What are the advantages and disadvantages of GPS? 18. list out

the advantages of web applications.

19. What is mobile cloud computing?

20. How to access control in cloud computing?

Part –B (16 marks)

1. Explain the steps involved in designing multimedia application.

2. Explain the following Multimedia applications: Digital video and electronic mail.

3. How to Create and customize a web app in Access 2013.

4. Explain with diagram the mobile cloud architecture. 5.Explain the impact of GPS on mobile applications.

6.Explain various design patterns for developing a mobile application. 7.Explain in detail about challenges for mobile cloud computing.

8. What is the role of mobile networks in social media applications? 9.Explain with an example application used in mobile cloud environment. 10.Explain in detail about interactive multimedia application.

UNIT – IV Technology -1 ANDROID

PART A (2 MARKS)

1. Draw architecture diagram of android o.s.
2. How do you establish the android development environment?
3. What are the layers present in the android architecture?
4. What are the important blocks of Application Framework?
5. What do you mean by android activities and views?
6. Define user interface?
7. What are the types of user interfaces in android?
8. How do we create interactive services in android?
9. What is Persisting data in SQLite?
10. Define Application packaging.
11. What do you mean by application deployment?

12. Define client–server model?
13. How do you work with a Server-Side Application?
14. What are the features of Wi-fi?
15. Define the role of GPS in Android devices and list out its features.
16. Why does Google maps need WiFi?
17. What are the three ways to Integrate social media?
18. Why are social media networks becoming popular?
19. What are the tools used in social media integration?
20. Bring out the popularity features of android mobile applications.

Part – B (16 marks)

1. Define Android and explain in detail about android architecture?
2. Explain in detail about activities and views in android?
3. Explain in detail about user interface and its types?
4. Explain how to interact with UI with suitable example?
5. Explain in detail about Persisting data using SQLite?
6. Explain in detail about packaging and its applications?
7. Explain in detail about deployment and its tools?
8. How to interact with server-side applications?
9. Explain:
   a) Google Maps
   b) GPS and Wifi
10. Explain in detail about – Integration with social media applications.

UNIT – V - Technology II---iOS

PART- A (2 marks)

1. What are the features of iOS?
2. What is Touch Framework?
3. What is Data Persistence?
4. Define Core Location
5. Define MapKit?

6. What are the applications of mapkit framework?
7. What is the use of core location?
8. How to locate the applications using core location in iOS?
9. What are the datas present in Calendar?
10. What are the datas present in Address Book?
11. How to integrate Calendar in social media?
12. How to integrate address book in social media?
13. Define Wifi?
14. What is the use of Objective C?
15. What are the rules of UI?
16. What is SQLite?
17. What are the frameworks present in touch framework?
18. Define Multiview Applications?
19. List the features of iOS?
20. Define Grand central Dispatch?

PART-B

1. Explain the important design issues of iOS?
2. Explain User interface Implementation in iOS?
3. Briefly explain Touch Frameworks?
4. Explain Data Persistence using core data?
5. Explain Data Persistence using SQLite?
6. Explain Location aware application using core location and map kit?
7. Discuss the deployment issues of mobile applications in iPhone marketplace.
8. Briefly discuss the integration of calendar and address book with social media application.
9. Explain Wifi in iPhone devices?
10. Explain in detail the design methodology involved in developing Calendar application using objective C?