

**UNIT II USER INTERFACE DESIGN**

Mobile Application users - Basic Design principles - Mobile Information Design - Mobile Platforms: Android, IOS, BlackberryOS, WindowsPhone.

CO510.2 Design UI in the context of mobile application

Year/ Semester: III / 05

Academic Year: 2022-2023/ODD

Course Code/Title: 19CS5710 – MOBILE APPLICATION DEVELOPMENT

(Regulation 2019)

Unit No. II

**PART – A (10 x 2 = 20 Marks)**

Q.No.	Question	Max. Marks	CO-K Level	PO-PI Code
1.	Mention the key principles to design the Mobile User Interface.	02	CO2-K2	1.3.1
2.	Distinguish the features of proximity and similarity.	02	CO2-K2	3.3.1
3.	How to differentiate figure and ground in the UI design.	02	CO2-K3	1.3.1
4.	Define annunciator panel with a neat diagram.	02	CO2-K1	3.2.1
5.	Depict expandable menu with example	02	CO2-K3	1.3.1
6.	Distinguish between notification and confirmation panel.	02	CO2-K2	3.2.1
7.	List out the features of list based panels in UI Design	02	CO2-K1	3.2.1
8.	Mention any 5 SDK versions available for Android?	02	CO2-K1	1.3.1
9.	Define Objective – C with example.	02	CO2-K2	1.3.1
10.	Write syntax for looping statement in Objective C?	02	CO2-K3	1.3.1

**PART – B (5 x 13 = 65 Marks)**

<b>Q.No.</b>	<b>Question</b>	<b>Max. Marks</b>	<b>CO-K Level</b>	<b>PO-PI Code</b>
11	Explain in detail the design principles of UI for mobile application with features.	13	CO2-K1	3.2.1
12	Describe the user information design patterns to display the database content in the list view with example.	13	CO2-K1	1.3.1
13	Explain the Mobile platforms and compare android and ios mobile platforms with their design features.	13	CO2-K2	3.2.1
14	Describe the design constraints for developing mobile application user interface.	13	CO2-K1	1.3.1
15	Write the details about Android platform and explain the salient features with advantages compare to other platforms.	13	CO2-K2	3.2.1

**Course Instructor**

**HOD**