IMPORTANT QUESTIONS FOR MAD

TWO MARK QUESTIONS

1. List out the hardware frameworks for mobile application development.

1. React Native. React Native, built and supported by Facebook, is an accessible, cross-platform application development framework that has quickly become the preferred option of programmers. ...
2. Flutter. ...
3. Xamarin. ...
4. Swiftic. ...

Ionic. ...

2. Mention the salient features of open source frameworks to develop mobile apps.

- Open Source.
- Flexibility.
- Compatible on all the platforms.
- Strong Backend.
- Single codebase.
- The faster and easy development process.

Third-party tools for app management.

3. Classify mobile frameworks which working on single code base principles.

 Native Apps

They are designed for specific operating systems such as Android, iOS, and Windows. Apps make use of device features such as RAM, camera, GPS, and so on.

 Web Apps

A Web app is software that is kept in a distant location and distributed via the Web using a browser interface. Emails, online shopping sales, auction sites, weblogs, instant messaging apps, and other web apps are popular.

 Hybrid Apps

Hybrid apps are applications that are launched on a smartphone in the same way that every other application is.

4. Write the key factors to differentiate the mobile and desktop applications.

1. Smaller screens. ...
2. Slower processors. ...
3. Less bandwidth. ...
4. Touch input. ...
5. Tricky keyboards. ...
6. No, or limited, multitasking. ...

Websites are not always viewed in browsers.

5. Mention the cross platform frameworks to develop mobile apps.

- Ionic. Ionic is one of the most remarkable and popular cross-platform app frameworks, based on AngularJS.
- React Native. ...
- Flutter. ...
- Xamarin. ...
- NativeScript. ...
- Node. ...
- Appcelerator Titanium. ...

PhoneGap.

6. Mention the key principles to design the Mobile User Interface.

- Cut Out The Clutter. ...
- Make Navigation Self-Evident. ...
- Create a Seamless Experience. ...
- Design Finger-friendly Tap-targets. ...
- Text Content Should Be Legible. ...

Make Interface Elements Clearly Visible.

7. How to differentiate figure and ground in the UI design.
When people look at a scene, the first thing that happens instinctively is they determine what in their field of view is important to deal with right now (a *figure*), and what is not (a *ground*). To do this, the brain perceives objects as either foreground elements (things to focus on because they need our attention) or background elements (things that provide context, but are not as important).

8. Depict expandable menu with example.

9. Mention any 5 SDK versions available for Android?

SDK
API level 24
API level 23
API level 22
API level 21

10. List any 5 Android Platform version with their API Level.

codename	Version
Nougat	7.0
Marshmallow	6.0
Lollipop	5.1
Lollipop	5.0

11. List the difference between Mobile Web Vs Mobile App.

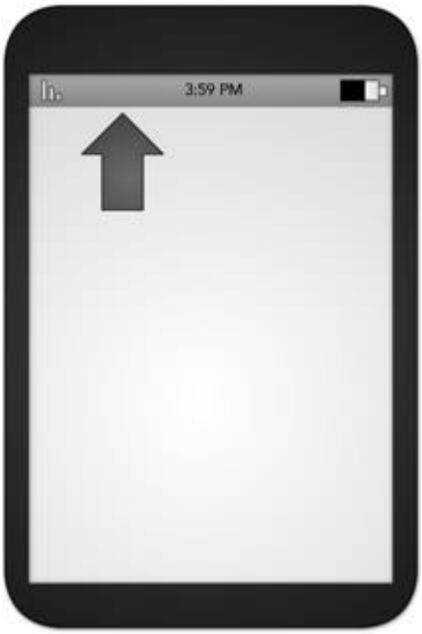
A mobile website can be reached directly through a mobile device's web browser and is therefore accessible by all smartphones and tablets equipped with browsing capability and an internet connection . An app is a software application that must be written in the native language of a particular platform; predominant platforms are Apple (iPhone), Google (Android), and Microsoft (Windows

12. **Write the programming languages used to develop mobile applications**.

- Objective-C & Swift. These are the key languages for writing iOS apps. ...
- Python. ...
- C / C ++ ...
- Java. ...
- Scala. ...
- JavaScript. ...
- Dart. ...
- Xamarin

13. Define annunciator panel with a neat diagram.

Annunciator Panel



An *annunciator panel*, seen at the top of Figure 4-7, gives information on the state of a mobile device. Though each mobile device will provide a slightly different panel, developers can modify or suppress the annunciator panel — which lists the hardware features such as network connection and battery power — within an application. Because the information in this area is only notifications, application users will not usually have any direct interaction with the annunciator panel

14.Mention the main components of Android Architecture?
The main components of android architecture are following:-

Applications

Application Framework

Android Runtime

Platform Libraries

Linux Kernel

BIG QUESTIONS

1. Explain the Mobile evolution based on their mobile frameworks.

2. Explain the pros and cons of mobile web Vs Mobile apps with respect to the framework used.

3. Write the mobile platforms available for developing open source mobile apps.

4. Describe the mobile frameworks for developing mobile application in single code base method.

5. Explain in detail the design principles of UI for mobile application with features.

6. Describe the user information design patterns to display the database content in the list view with example

7. Describe the design constraints for developing mobile application user interface.

8. Write the details about Android platform and explain the salient features with advantages compare to other platforms.

9. Draw the android architecture and explain the layers with their features.

10. Write the procedure to make the setup for android environment to develope android application.

11. Write the program to develop hello world app in android studio and configure to run in mobile platforms.

12. Write the program to develop current location mapping using google map service application in android studio.

13. **Distinguish between hardware and software frameworks for developing mobile apps.**

14. **How to differentiate mobile application and desktop application.**

15. **Explain the Mobile platforms and compare android and ios mobile platforms with their design features.**