

1. Explain all parameters and tools used in cocoa touch.
2. Explain the working of Map kit.
3. Explain briefly the concepts of Data persistence using Core Data and SQLite.
4. State introduction to objective -C, and how it is used for iOS.
5. Explain the Architecture of iOS.
6. Explain history of iOS. Describe various versions of iOS.
7. Explain the data types in objective C: NSString, CGFloat, NSInteger, BOOL.
8. Explain core animation, core audio, core data, and frameworks used in cocoa touch.
9. Discuss the steps in debugging the application in android studio. List down the android permissions.
10. How debug is performed in android studio.
11. Define ARC. How memory is handled in ARC.
12. Mention what are the SQLite storage classes? Explain them too.
13. Illustrate the steps used for publishing on android market.
14. How data is store in SQLite. Define all methods used in SQLite database.
15. Write down the steps for Creating And Updating Database In Android.
16. Explain the scope of testing in android with flowchart.
17. Explain in detail the role of simulators and Emulators in Mobile Application.
18. Briefly explain all the components of architecture of android.
19. Illustrate the history of Android along with its versions.
20. What is the APK format? How it is used in android.
21. Summarize the term Android Development Tools
22. Define the basic building blocks? And Explain them.
23. Explain the procedure steps of Installing Android SDK Tools. Is it necessary to use virtual device as given in the device manager.
24. Illustrate the Mobile Hardware Architecture

25. State the term quality constraints with example. How can you achieve quality constraints.
26. Compare the types of real time operating system.
27. Define term processors. Explain how processors are used for mobile.
28. State the challenges that developers face in Mobile App development. How can the development of mobile applications be made more adaptable?
29. Discuss the Presentation layer of mobile software architecture
30. Create an android app depicting student management system and showing menus, picker, and clickable images in it.
31. Create an android application that uses Relative Layout and Event Listeners with output screen.
32. Define Emulators. Discuss the role of emulators in Mobile applications with example code.
33. How do you troubleshoot problem in UI interface and multimedia applications?
34. Develop an android application that uses GPS location information with output app.
35. What do you mean by pairing in Bluetooth? What is the problem in the pairing of bluetooth older version?
36. How can you host or deploy your mobile application. Explain
37. Write the procedure to add the animations in User Interface in android.
38. Name and explain the frameworks of Multimedia applications and its advantages.
39. Discuss the concept of communication between sensor data and android application. Write a android code stating communication between android device and sensor.