

	<b>MAHENDRA ARTS &amp; SCIENCE COLLEGE</b> <b>(AUTONOMOUS)</b> <b>Affiliated to Periyar University</b>			
	<b>B.Sc. / BCA – END SEMESTER EXAMINATIONS</b> <b>Nov/Dec – 2020</b> <b>Fifth Semester</b>			
<b>M16UCSS02/M16UCAS02 – SBEC - II - MOBILE APPLICATION DEVELOPMENT</b> <b>(B.Sc. Computer Science/BCA)</b> <b>(Regulations – 2016)</b>				
Time:	<b>3.00 Hrs</b>		Maximum :	<b>75 Marks</b>

**PART – A (ANSWER ALL THE QUESTIONS) (10 \* 2 =20 Marks)**

1. Define the term Touch Era.
2. What is meant by Operating Systems?
3. Identify the Mobile Application Medium types.
4. List the Elements of Mobile Design.
5. When to Make a Native Application?
6. Define the term CSS.
7. What is the use of Web kit?
8. Define PhoneGap.
9. Write a note on the term Device plan.
10. Give short notes on Desktop Testing.

**PART – B (ANSWER ALL THE QUESTIONS) (5 \* 5 =25 Marks)**

11. (a) Explain about Smart Phone Era. (OR)  
(b) Summarize the concept of Application Frameworks.
12. (a) Explain about Mobile Application Medium Types. (OR)  
(b) Discuss about Mobile Design Tools.
13. (a) When to Make a Mobile Web Application? Explain. (OR)  
(b) Write about Web Standards.
14. (a) Discuss the JavaScript. (OR)  
(b) Summarize the concept of Tools and Libraries.
15. (a) Explain about Device Testing. (OR)  
(b) Describe about Usability Testing.

**PART – C (ANSWER ANY THREE QUESTIONS) (3 \* 10 =30 Marks)**

16. Briefly explain about Applications-Services.
17. Discuss about Mobile Information Architecture.
18. Describe about Designing for Multiple Mobile Browsers.
19. Discuss about Creating a Mobile Web App.
20. Write about Desktop Testing.