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MCA/D-17
MOBILE APPLICATION DEVELOPMENT
Paper: MCA-14-54

Time: Three Hours   Maximum Marks: 80

Note: Attempt five questions including No. 1 which is compulsory. All questions carry equal marks.

Compulsory Question

1. (a) What are the mobile devices profiles?

    (b) What do you mean by hacking ?

    (c) What are Intents?

    (d) What do you mean by Application Signing?

    (e) What is Near Field Communication   ?

    (f) Differentiate between foldable and unfold dabble UI.

    (g) What are major features of Apple iPhone platform?

    (h) Discuss unity engine in brief.

UNIT-1

2. (a) What are the different Strategies used for allocating the variables in Mobile ?

   (b) How memory management is done in application designed for android ?

3. (a)   How the packaging and deployment of an android application is done ? Explain.

   (b) Describe the framework and tools needed in a mobile application development.

UNIT-2

4.   (a) How do you publish the android applications ?

      (b)What is Serialization ?How serialization can be used in android ?

5. (a) What are the different widgets used android ?
Explain any two widgets in detail using suitable examples.

(b) How callbacks and override is done Android?

UNIT-3

6. How do we start the Google map activity ?Explain the working of Map View in android applications .
7. How can you use native library and headers in an android application ?Explain using suitable examples.

UNIT-4

8. Explain following w.r.t ios;
(i) .Event Handling
(ii) .Graphics Services.
(iii) .Layer Animation.

9. What do you mean by cross platform development? What are the various platforms supported by QT.?Dicuss any four programs developed with QT.