Q. Code: 500842

Reg. No.							

B.E./ B. TECH.DEGREE EXAMINATIONS, MAY 2023

Fifth & Seventh Semester

OE18805 – Foundation on Mobile App Development

(Common to all branches except IT)

(Regulation2018)

TIME:3 HOURS MAX. M						
OU	COURSE STATEMENT OUTCO MES			RBT LEVEL		
	O 1 Describe the requirements for mobile applications.			2		
CO	CO 2 Identify the challenges in mobile application design and development.			3		
CO	CO 3 Design mobile applications for specific requirements.					
CO	CO 4 Interpret an appropriate design using Android SDK.					
CO 5 Implement the design using Objective C and iOS & Operate mobile applications Android and iPhone marketplace for distribution.				4		
PART- A(10x2=20Marks) (Answer all Questions)						
			CO	RBT LEVEL		
1.	1. Indicate the necessity of RTOS.					
2. List out the essential task involved in publishing a mobile application.			1	2		
3. Predict the importance of finger tap.				3		
4. Discuss the advantages and disadvantages of 2-tier architecture.			2	2		
5. Describe the role of GPS in android devices & its features.				2		
6.	6. Show the access control in cloud computing.					
7.	7. Discover the need for Wi-fi in Google map.					
8.	Identify the popularity of android mobile applications.					
9.	Summarize the term Grand central Dispatch.					
10.	10. Show the usage of Touch Framework.					
PART- B (5x 14=70Marks) Marks				RBT		
11. (a) Discuss in detail the working of various model used in application	(14)	1	LEVEL 2		
development with neat diagram.				-		
	development with heat diagram.					

Q. Code: 500842

(OR)

	(OK)			
(b)	Describe the checklist to be adapted while launching an android application.	(14)	1	2
	арри с аноп.			
12. (a)	Determine with an example about the touch events and gestures in mobile	(14)	2	3
	application development.			
	(OR)			
(b)	Interpret the significance of quality in mobile applications also narrate the	(14)	2	3
	various constrains in designing an application in mobile.			
13. (a)	Demonstrate the steps involved in customization of web app.	(14)	3	3
	(OR)			
(b)	Construct the steps involved in designing interactive media player for audio	(14)	3	3
	and video file.			
14. (a)	Articulate the various stages involved in the android activity life cycle.	(14)	4	3
	(OR)			
(b)	Sketch a student enrollment activity for an android application by	(14)	4	3
	incorporating different types of view and view group.			
15. (a)	Deduce in detail about the data persistence using core data and SQLite in	(14)	5	4
, ,	mobile application.	` ,		
	(OR)			
(b)	Outline the design methodology involved in developing address book with	(14)	5	4
. ,	social media application.	` ,		
	••			
	PART- C(1x 10=10Marks) (Q.No.16 is compulsory)			
	(Q.Ivo. To is compulsory)	Marks	CO	RBT
17		(10)	_	LEVEL
16.	Outline the deployment issues of mobile applications in android and	(10)	5	4
	iPhone.			
