

BACHELOR OF TECHNOLOGY (CBCS) (2020 COURSE)
B.Tech.Sem - V INFORMATION TECHNOLOGY : WINTER : 2024
SUBJECT: MOBILE APPLICATION DEVELOPMENT

Day : Tuesday
Date : 10/12/2024

W-24734-2024

Time : 02:30 PM-05:30 PM
Max. Marks : 60

N.B.

- 1) All questions are **COMPULSORY**.
- 2) Figures to the **RIGHT** indicate **FULL** marks.
- 3) Assume suitable data **WHEREVER** necessary.
- 4) Draw neat labeled diagrams **WHEREVER** necessary.

Q.1 Discuss key design principles and best practices for creating engaging and intuitive front-end interfaces that enhance user satisfaction and retention. (10)

OR

Q.1 List and briefly explain key mobile application services commonly used to enhance user experience and engagement. (10)

Q.2 Evaluate the effectiveness of best practice in Android programming for improving the overall quality and user experience of mobile applications. (10)

OR

Q.2 Analyze the Android application lifecycle and the various states an activity transition through. (10)

Q.3 Illustrate the process of creating and configuration an Android Virtual Device (AVD) using various configuration parameters such as device type, screen size, RAM and Android API level. (10)

OR

Q.3 Describe the lifecycle of an Android fragment, including all the major states and corresponding callback methods. (10)

Q.4 Elaborate significance of using shared preferences for user setting in Android applications. Compare and contrast shared preferences with private preferences. (10)

OR

Q.4 Define Content providers in Android application and discuss the steps involved in accessing data through a Content Provider in an Android application. (10)

Q.5 Explain the key features and functionalities of Xcode and discuss the purpose of Navigator, Editor and Utility panes in Xcode. (10)

OR

Q.5 Describe the concept of storyboards in iOS development and how they facilitate user interface design. (10)

Q.6 Summarize the significance of rendering and layout optimization in Android application performance along with its techniques. (10)

OR

Q.6 Describe the steps involved in publishing an Android application to the Google Play Store. (10)
