

BACHELOR OF TECHNOLOGY (CBCS) (2020 COURSE)
Information Technology
B.Tech.Sem - V :SUMMER : 2023
SUBJECT : MOBILE APPLICATION DEVELOPMENT

Day : Monday

Time : 10:00 AM-01:00 PM

Date : 15-05-2023

S-24734-2023

Max. Marks : 60

N.B.

- 1) All questions are **COMPULSORY**.
 - 2) Figures to the right indicate **FULL** marks.
 - 3) Draw neat and labelled diagram **WHEREVER** necessary.
 - 4) Assume suitable data if necessary.
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Q.1 Illustrate Mobile Application Development Life Cycle with suitable diagram. (10)

OR

Q.1 Draw and discuss the layers architecture of an Android operating system. (10)

Q.2 Elaborate on best practices in Android programming with suitable examples. (10)

OR

Q.2 Discuss about the anatomy of android application. (10)

Q.3 Explain about following user interface controls of android. (10)

- a) Editable and Non-Editable Text Views
- b) Toggle button

OR

Q.3 Define need of fragment in Android user interface. Draw and explain the lifecycle of a fragment. (10)

Q.4 Describe the significance of SQLite database in Android. How to provide the database connection using SQLite database in an Android application? (10)

OR

Q.4 What is content provider? Discuss the content provider architecture with neat diagram. (10)

Q.5 List the layers in iOS Architecture with neat diagram and describe features of each layer in detail. (10)

OR

Q.5 Summarize implementation of user interface in iOS with its elements and their related functionalities. (10)

Q.6 Explain several performance improve parameters of Android Applications. (10)

OR

Q.6 Write a short note on: (10)

- a) Application Signing
- b) Application Versioning

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