	Page:-04 NOIDA INSTITUTE OF ENGINEERING	Subject Code:- ACSIOT0401 Roll. No: G AND TECHNOLOGY, GREATER NOIDA	
	(An Autonomous Institute	Affiliated to AKTU, Lucknow)	
		Tech	
		MINATION (2022-2023)	
Time: 3	Subject. Mobile App 3 Hours	olication Development Max. Marks: 1	100
	Instructions:	Wax. Warks.	
IMP: Ver	ify that you have received the question	paper with the correct course, code, branch etc.	
		ections -A, B, & C. It consists of Multiple Cho	ice
	s (MCQ's) & Subjective type questions.	ted on right -hand side of each question.	
 4. Assum 5. Prefere 6. No sh 	ate your answers with neat sketches who e suitable data if necessary. ably, write the answers in sequential ord neet should be left blank. Any writ d/checked.		be
	SECTI	ON A	20
1. Attem	npt all parts:-		
1-a.	Interference in frequency bands ma	y lead to (CO1)	1
	(a) Cross talk(b) Missed calls(c) Blocked calls(d) All of the above		
1-b.	Which of the following is not an a (CO1)	pplication of a third generation network?	1
	(a) Global Positioning System	(GPS)	
	(b) Video conferencing		
	(c) Mobile TV		
	(d) Downloading rate upto 1 (ibps	
1-c.	In which state the activity is, if it is (CO2)	not in focus, but still visible on the screen?	1
	(a) Stopped state		

	(b) Destroyed state	
	(c) Paused state	
	(d) Running state	
1-d.	In Android studio, which of the following callback is called when an activity starts interacting with the user? (CO2)	
	(a) onDestroy	
	(b) onCreate	
	(c) onResume	
	(d) onStop	
1-e.	Which of the following is the parent class of service? (CO3)	
	(a) context	
	(b) object	
	(c) contextThemeWrapper	
	(d) contextWrapper	
1-f.	The format was developed by IBM and Microsoft. (CO3)	,
	(a) AVI	
	(b) MIDI	
	(c) MPEG	
	(d) WAVE	
1-g.	Android is built upon which of the following: (CO4)	•
	(a) J2EE (b) J2SE	
	(c) J2ME (d) Python3.0	
1-h.	SQLite is an in-process library that implements (CO4)	1
	(a) self-contained	
	(b) serverless	
	(c) zero-configuration	
	(d) All of the above	
1-i.	Original name of iOS was (CO5)	
	(a) Iphone OS	
	(b) IOS	
	(c) IPad OS	

	(d) IPod OS	
1-j.	SSO stands for (CO5)	1
	(a) Single Sign on	
	(b) Single Signature On	
	(c) Signal sign on	
	(d) Signal signature on	
2. Attem	pt all parts:-	
2.a.	Compare the performance of web application and mobile application. (CO1)	2
2.b.	Explain android ecosystem and ActivityCreator. (CO2)	2
2.c.	Define and explain Multimedia Supported audio and video format. (CO3)	2
2.d.	Why the library module 'android.os.Bundle' imported for android app development? Explain the testing protocols in android. (CO4)	2
2.e.	Explain swift for server and touch frameworks. (CO5)	2
	SECTION B	30
3. Answe	er any <u>five</u> of the following:-	
3-a.	Write down the full form and explain the meaning of the various extensions used in mobile development? (CO1) a. Apk b. Phone c. Mobile d. Exe e. IPA f. Prc	6
3-b.	Decode MOBILE. Name the processors used for mobile and handheld devices. (CO1)	6
3-c.	Discuss about configuring the android SDK and AVD. Write steps involved in setting up android. (CO2)	6
3-d.	Explain the features of Android with layered architecture of android. (CO2)	6
3.e.	How can you use Date picker option in android and write the code of it? (CO3)	6
3.f.	Discuss about the android testing based on size or degree of isolation. (CO4)	6
3.g.	What mechanisms does iOS provide to support multi-threading? (CO5)	6
	SECTION C	50
4. Answe	er any <u>one</u> of the following:-	
4-a.	Explain End to End Flow of a hybrid Mobile Apps with suitable diagram.(CO1)	10

4-b.	Briefly explain SoC architecture. Write down the characteristics and types of mobile applications. (CO1)	10
5. Answ	er any <u>one</u> of the following:-	
5-a.	What is the difference between a class and an object? How it is created in android? (CO2)	10
5-b.	Which file is considered as managing file in Android application? Explain each node of that file in detail. (CO2)	10
6. Answ	er any <u>one</u> of the following:-	
6-a.	Define Bluetooth? Explain with the help of code the interfacing of bluetooth and android. (CO3)	10
6-b.	Define Emulators. Discuss the role of emulators in Mobile applications with example code. (CO3)	10
7. Answer any <u>one</u> of the following:-		
7-a.	Define android applications. Explain publishing applications on android market. (CO4)	10
7-b.	Define the terms: Install time, normal, signature, runtime, and special android permissions. (CO4)	10
8. Answ	er any <u>one</u> of the following:-	
8-a.	Explain how to integrate calendar and address book with social media application in iOS. (CO5)	10
8-b.	Explain briefly the concepts of Data persistence using Core Data and SQLite. (CO5)	10