

Roll No.

Total Pages : 3

CAMQ/D-20

24060

MOBILE APPLICATION DEVELOPMENT

Paper–MCA-14-54

Time Allowed : 3 Hours]

[Maximum Marks : 80

Note : Attempt **five** questions in all, selecting **one** question from each Unit. Question No. **1** is compulsory. All questions carry equal marks.

Compulsory Question

1. Explain the following : 4×4=16
- (a) What is ADB?
 - (b) Differentiate MapView and MapActivity.
 - (c) List down any four applications of NFC.
 - (d) Describe Unity engine for Game development.

UNIT-I

2. Describe the terms Activity, Intent and Services.
Explain various types of Intent with examples. 16
3. (a) Describe the workflow of an Application. 8

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- (b) Discuss the Resource Management in Android application development. 8

UNIT-II

4. Describe the Android Application architecture in detail. 16
5. (a) Write an Android application with use of Linear Layout and also show the difference between ListView and Spinner. 10
- (b) Explain MVC architecture. 6

UNIT-III

6. (a) Name the various classes use to Playback audio. Also describe the life cycle of Media Player class. 10
- (b) Describe the use of GeoCoder class. 6
7. (a) Write an Android application with use of Fragments. 8
- (b) Give difference between the AudioTrack and MediaPlayer with example. 8

UNIT-IV

8. Explain in detail Apple iPhone platform architecture. 16
9. Write short notes on the following : 16
- (a) Layer Animation
 - (b) Cross Platform Application Development.

