

THE KAVERY ENGINEERING COLLEGE*(An Autonomous Institution)***UG/PG DEGREE END SEMESTER THEORY EXAMINATIONS, APRIL-MAY 2026****Second Semester****COMPUTER APPLICATIONS****PMCT2424 - MOBILE APPLICATION DEVELOPMENT****Regulations - 2024****Duration: 3 Hrs.****Maximum: 100 Marks****PART – A (ANSWER ALL QUESTIONS) (Marks 10*2=20)**

Q.No	Questions	BLT	CO	Marks
1.	Compare and contrast web applications with mobile applications	L2	1	2
2.	List any four key characteristics of mobile device profiles.	L1	1	2
3.	Provide an example of how a tap gesture could be used in an e-commerce APP	L3	2	2
4.	Differentiate between Screen Elements and Layout Managers.	L2	2	2
5.	What is meant by dynamic linking in mobile application design?	L1	3	2
6.	Outline two design patterns suitable for limited memory environments in mobile devices.	L2	3	2
7.	Mention the major components of an Android application and its roles.	L2	4	2
8.	Infer the role of Intents in Android application development.	L2	4	2
9.	What is the purpose of using notifications and alarms in mobile apps?	L1	5	2
10.	In what way location-based services enhance mobile application functionality?	L2	5	2

PART – B (ANSWER ALL QUESTIONS) (Marks 5*16 = 80)

Q.No	Questions	BLT	CO	Marks
11. a	Describe the architecture of a mobile application model and explain how it supports mobile app development	L2	1	16
	Or			
b	Interpret various frameworks and tools available for mobile app development. Provide examples.	L2	1	16
12. a	i Differentiate between multimodal and multichannel UIs with real-time use cases.	L2	2	8
	ii Summarize various screen elements and layout managers used for android application development	L2	2	8
	Or			
b	Compare Voice XML with other voice input technologies like Google Assistant and Siri. Identify the primary differences among the voice input technologies	L2	2	16

13	a	i	Illustrate how design patterns help manage memory in mobile apps. Construct a suitable example to demonstrate memory management.	L2	3	8
		ii	Describe the benefits and use cases of dynamic linking in mobile application development.	L2	3	8
	Or					
	b		Summarize a plan for memory management in a mobile app with multithreading support.	L2	3	16
14	a		A team is building a personal diary app that allows users to store and retrieve their daily notes offline. Apply how SQLite can be used in Android to handle local data storage and retrieval for this app.	L3	4	16
	Or					
	b		Use the concepts of Intents to navigate among multiple activities in an android application. Develop a simple app with multiple screens and demonstrate how intent handle communication among activities	L3	4	16
15.	a		Apply the concept of location-based services to build a GPS-enabled travel app and show the features of the APP	L3	5	16
	Or					
	b		Construct the steps to send an SMS using telephony APIs in Android.	L3	5	16
