

- (c) Explain the steps to publish an android app on Google Play store? (3)
2. (a) Draw and explain detail architecture of Android Application? (5)
- (b) What do you mean by an objects and classes in concept of OOP_s? Support your 5 answer with a suitable example? (5)
3. (a) Explain the following terms and give there syntax
- (i) Hot Reload and Hot Restart
- (ii) Getters and Setters (5)
- (b) Draw a comparison between different platforms used for Mobile Application Development? (5)
4. (a) Name some apps that mostly use flutter. (3)
- (b) What do you mean by keys in flutter? When one should use it? (4)
- (c) What is state management? (3)

[This question paper contains 2 printed pages.]

Your Roll No.....

Sr. No. of Question Paper : 5834

H

Unique Paper Code : 2514002006

Name of the Paper : Mobile Application
Development (GE)

Name of the Course : **B. Sc. (H) Electronics**

Semester : IV

Duration : 1 Hours

Maximum Marks : 30

Instructions for Candidates

1. Write your Roll No. on the top immediately on receipt of this question paper.
2. There are **FOUR** questions in all, out of which you have to attempt any **THREE** Questions.
3. **Question no 1** is compulsory.
4. All questions carry equal marks.

1. (a) What is flutter? Write four advantages of using flutter. (4)

(b) What do you mean by Stateless and Stateful Widgets in Flutter? (3)

P.T.O.