SNS COLLEGE OF ENGINEERING

Kurumbapalayam (Po), Coimbatore – 641 107

AN AUTONOMOUS INSTITUTION

Department of Computer Science and Design

UNIT 1- INTRODUCTION

1. History of Mobile

Q: What was the primary purpose of early mobile devices?
A. Gaming
B. Communication
C. Entertainment
D. Internet browsing
Answer: B. Communication

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2. Mobile Ecosystem

Q: The mobile ecosystem consists of which key component?
A. Hardware, software, and networks
B. Social media platforms only
C. Desktop computing systems
D. Server-only technologies
Answer: A. Hardware, software, and networks

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3. Why Mobile?

Q: One of the main reasons mobile technology is widely used is:
A. Portability
B. Low development cost
C. Limited features
D. Static applications
Answer: A. Portability

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4. Types of Mobile Applications

Q: Which of the following is NOT a type of mobile application?
A. Native apps
B. Web apps

C. Hybrid apps
D. Cloud-only apps
Answer: D. Cloud-only apps

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5. Mobile Information Architecture

Q: Mobile information architecture primarily focuses on:
A. Device hardware
B. Organizing and structuring app content
C. Game development
D. Internet speed optimization
Answer: B. Organizing and structuring app content

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6. Mobile Design

Q: Effective mobile design emphasizes:
A. Using complex layouts
B. Maximizing screen real estate
C. Avoiding user feedback
D. Fixed layouts
Answer: B. Maximizing screen real estate

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7. Mobile 2.0

Q: Mobile 2.0 refers to:
A. Static web content
B. Enhanced user interactivity and social networking features
C. Early-generation mobile devices
D. Hardware-specific features only
Answer: B. Enhanced user interactivity and social networking features

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8. Mobile Web Development

Q: Which language is commonly used for mobile web development?
A. Python
B. HTML5
C. C++
D. Swift
Answer: B. HTML5

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9. Small Computing Device Requirements

Q: Small computing devices require:
A. Large storage space
B. Low power consumption and optimized performance
C. High-end cooling systems
D. Limited user interface
Answer: B. Low power consumption and optimized performance

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10. J2ME Overview

Q: J2ME stands for:
A. Java 2 Micro Edition
B. Java Mobile Engine
C. Just-in-Time Mobile Environment
D. Java Modular Engine
Answer: A. Java 2 Micro Edition

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11. Inside J2ME

Q: J2ME is primarily designed for:
A. Enterprise computing
B. Mobile and embedded devices
C. Desktop applications
D. High-performance servers
Answer: B. Mobile and embedded devices

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12. J2ME Architecture

Q: The core of J2ME architecture includes:
A. Configurations and profiles
B. Virtual machines only
C. Web browsers
D. Native apps only
Answer: A. Configurations and profiles

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13. MIDlet Programming

Q: MIDlets in J2ME are:
A. Small Java applications designed for mobile devices
B. Hardware configurations
C. Networking tools
D. System drivers
Answer: A. Small Java applications designed for mobile devices

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14. J2ME Wireless Toolkit

Q: The J2ME Wireless Toolkit is used for:
A. Testing and emulating J2ME applications
B. Designing hardware components
C. Debugging desktop apps
D. Managing server-side logic
Answer: A. Testing and emulating J2ME applications

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15. Hello World in J2ME

Q: The "Hello World" program in J2ME is typically written as a:
A. MIDlet
B. Servlet
C. Applet
D. Scriptlet
Answer: A. MIDlet

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16. MIDlet Suite

Q: A MIDlet suite contains:
A. Multiple MIDlets packaged together
B. A single MIDlet program
C. Only configuration files
D. Device-specific drivers
Answer: A. Multiple MIDlets packaged together

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17. Mobile Development Tools

Q: Which tool is commonly used for mobile development?
A. Android Studio
B. Eclipse with J2ME plugins
C. IntelliJ IDEA
D. All of the above
Answer: D. All of the above

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18. Mobile Application Design

Q: What is a critical aspect of mobile application design?
A. Ensuring responsiveness across various devices
B. Using fixed layouts

C. Minimizing interactive elements
D. Avoiding user testing
Answer: A. Ensuring responsiveness across various devices

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19. J2ME Configurations

Q: The two main configurations in J2ME are:
A. CLDC and CDC
B. JVM and CLR
C. HTML and XML
D. JavaScript and CSS
Answer: A. CLDC and CDC

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20. Profiles in J2ME

Q: Profiles in J2ME provide:
A. Device-specific APIs
B. Networking protocols
C. Middleware for servers
D. Browser extensions
Answer: A. Device-specific APIs

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21. Evolution of Mobile

Q: The transition from feature phones to smartphones emphasized:
A. Hardware customization
B. Software ecosystems
C. Limited functionality
D. Large, fixed screens
Answer: B. Software ecosystems

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22. Types of J2ME Applications

Q: J2ME applications are commonly used in:
A. Mobile games and enterprise applications
B. Desktop tools only
C. Cloud computing exclusively
D. Server management software
Answer: A. Mobile games and enterprise applications

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23. Role of Java in J2ME

Q: Java is used in J2ME primarily because:
A. It is portable and platform-independent
B. It is exclusive to mobile devices
C. It is hardware-specific
D. It has limited functionality
Answer: A. It is portable and platform-independent

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24. Mobile Design Best Practices

Q: Which is NOT a best practice in mobile design?
A. Simplifying navigation
B. Prioritizing mobile-first design
C. Ignoring device constraints
D. Testing on various screen sizes
Answer: C. Ignoring device constraints

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25. Advantages of J2ME

Q: A significant advantage of J2ME is:
A. Compatibility with a wide range of devices
B. Dependency on high-end hardware
C. Complex and lengthy development cycles
D. Limited support for mobile devices
Answer: A. Compatibility with a wide range of devices