



# SNS COLLEGE OF ENGINEERING

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**AN AUTONOMOUS INSTITUTION**  
**Department of Computer Science and Design**

## 1. Mobile User Interface

**Q:** A mobile user interface should prioritize:

- A. Complex animations
- B. Ease of use and intuitiveness
- C. Desktop compatibility
- D. Extensive menus

**Answer:** B. Ease of use and intuitiveness

## 2. Mobile Web Presence

**Q:** Mobile web presence refers to:

- A. Availability of apps in app stores
- B. Optimizing websites for mobile devices
- C. Hardware compatibility of websites
- D. Desktop-only web applications

**Answer:** B. Optimizing websites for mobile devices

## 3. Mobile Applications

**Q:** Native mobile applications are:

- A. Built to run on a specific platform or OS
- B. Web-based applications
- C. Always compatible across all devices
- D. Hardware drivers

**Answer:** A. Built to run on a specific platform or OS

## 4. Web Services

**Q:** A popular language format for web services is:

- A. JSON
- B. C++
- C. COBOL
- D. Assembly

**Answer:** A. JSON

## 5. Debugging Web Services

**Q:** Which tool is commonly used for debugging web services?

- A. Postman
- B. Notepad
- C. MS Paint
- D. Excel

**Answer:** A. Postman

## **6. Effective Use of Screen Real Estate**

**Q:** Effective use of screen real estate means:

- A. Prioritizing key content on smaller screens
- B. Using all available space for text
- C. Avoiding responsive design
- D. Ignoring user feedback

**Answer:** A. Prioritizing key content on smaller screens

## **7. Understanding Mobile Application User**

**Q:** What is a critical aspect of understanding mobile application users?

- A. Their device preferences and habits
- B. Hardware components they use
- C. Avoiding feedback
- D. Limiting design choices

**Answer:** A. Their device preferences and habits

## **8. Mobile Information Design**

**Q:** Mobile information design focuses on:

- A. Organizing content for small screens
- B. Adding multiple advertisements
- C. Increasing hardware functionality
- D. Using static layouts

**Answer:** A. Organizing content for small screens

## **9. Mobile Web Browsers**

**Q:** Which of the following is a popular mobile web browser?

- A. Google Chrome
- B. Adobe Illustrator
- C. Visual Studio
- D. SQL Server

**Answer:** A. Google Chrome

## **10. Cross-Browser Compatibility**

**Q:** Cross-browser compatibility ensures:

- A. Websites function across different browsers
- B. Content appears only on one browser
- C. Limited user accessibility
- D. Large screen-only designs

**Answer:** A. Websites function across different browsers

## **11. Mobile Web Presence Importance**

**Q:** A strong mobile web presence is important because:

- A. More users access websites via mobile devices
- B. It eliminates the need for apps
- C. It reduces server costs
- D. Only desktop users benefit

**Answer:** A. More users access websites via mobile devices

## 12. Debugging APIs

**Q:** Debugging APIs often involves checking:

- A. Response status codes
- B. Hardware temperatures
- C. Desktop configurations
- D. Printer settings

**Answer:** A. Response status codes

## 13. Web Services Formats

**Q:** XML is a format commonly used for:

- A. Structuring and exchanging web service data
- B. Designing mobile user interfaces
- C. Writing native mobile apps
- D. Debugging hardware issues

**Answer:** A. Structuring and exchanging web service data

## 14. Designing for Small Screens

**Q:** The most important principle for small screen design is:

- A. Keeping content minimal and focused
- B. Using large, desktop-like layouts
- C. Adding unnecessary animations
- D. Ignoring user feedback

**Answer:** A. Keeping content minimal and focused

## 15. User Interface Challenges

**Q:** A key challenge in mobile UI design is:

- A. Managing limited screen space effectively
- B. Increasing hardware dependency
- C. Avoiding responsive layouts
- D. Using static elements only

**Answer:** A. Managing limited screen space effectively

## 16. Debugging Web Services

**Q:** Which HTTP status code indicates success in web services?

- A. 200
- B. 404
- C. 500
- D. 403

**Answer:** A. 200

## 17. Mobile Web Browsers Evolution

**Q:** Mobile web browsers have evolved to support:

- A. HTML5, CSS3, and JavaScript
- B. DOS-based applications
- C. Static-only content
- D. Offline-only tools

**Answer:** A. HTML5, CSS3, and JavaScript

### **18. Responsive Design**

**Q:** What does responsive design do?

- A. Adapts the layout to different screen sizes
- B. Increases file sizes
- C. Limits compatibility
- D. Ignores small screens

**Answer:** A. Adapts the layout to different screen sizes

### **19. JSON in Web Services**

**Q:** JSON is preferred in web services because:

- A. It is lightweight and easy to parse
- B. It is a hardware configuration language
- C. It is exclusively used in Java
- D. It replaces APIs

**Answer:** A. It is lightweight and easy to parse

### **20. Mobile UI Testing**

**Q:** What is the primary goal of mobile UI testing?

- A. Ensuring user experience and functionality
- B. Checking server configurations
- C. Debugging desktop features
- D. Adding complex elements

**Answer:** A. Ensuring user experience and functionality

### **21. User-Centric Design**

**Q:** User-centric design focuses on:

- A. Meeting user needs and preferences
- B. Ignoring feedback
- C. Using static, fixed layouts
- D. Eliminating interactive elements

**Answer:** A. Meeting user needs and preferences

### **22. Mobile Web Standards**

**Q:** Mobile web standards ensure:

- A. Consistency across devices and platforms
- B. Exclusive desktop functionality
- C. Limiting browser compatibility
- D. Fixed screen resolutions

**Answer:** A. Consistency across devices and platforms

### **23. Effective UI Navigation**

**Q:** Effective UI navigation includes:

- A. Clear and intuitive menus
- B. Overcrowded layouts
- C. Avoiding clickable elements
- D. Complex hierarchies

**Answer:** A. Clear and intuitive menus

#### **24. Mobile Web Performance**

**Q:** Mobile web performance can be optimized by:

- A. Compressing images and minimizing scripts
- B. Adding large videos
- C. Increasing loading times
- D. Using only fixed layouts

**Answer:** A. Compressing images and minimizing scripts

#### **25. Debugging Mobile Apps**

**Q:** A critical aspect of debugging mobile apps is:

- A. Identifying runtime errors and compatibility issues
- B. Testing only on desktop systems
- C. Avoiding user feedback
- D. Increasing file sizes

**Answer:** A. Identifying runtime errors and compatibility issues