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1. What is the Mono framework?

- A) A framework for developing Windows applications
- B) A cross-platform framework for building applications
- C) A web framework
- D) A game development framework

Answer: B

2. What does Mono for Android allow developers to do?

- A) Build applications for iOS
- B) Build Android applications using C#
- C) Build Windows applications
- D) Build games for Android

Answer: B

3. Which of the following is a key benefit of using Mono Touch for iOS development?

- A) It allows building apps for Android
- B) It provides a bridge between .NET and iOS
- C) It helps in building Windows apps
- D) It simplifies Android user interface design

Answer: B

4. Mono for Android was originally developed by which company?

- A) Microsoft
- B) Xamarin
- C) Apple
- D) Google

Answer: B

5. Which language does Mono support for application development?

- A) Java
- B) C#
- C) Python
- D) Ruby

Answer: B

6. What is an Assembly in the context of Mono?

- A) A file containing code for a specific platform
- B) A compiled code library in .NET
- C) A set of user interface components
- D) A programming language

Answer: B

7. Why would developers choose Mono for Android over Java?

- A) Mono is free to use
- B) Mono uses C# which is familiar to .NET developers
- C) Java is deprecated on Android
- D) Mono is faster in execution

Answer: B

8. Which of the following is NOT a downside of using Mono for Android?

- A) Limited access to certain Android APIs
- B) Larger app size due to additional runtime
- C) Slow application startup
- D) Seamless integration with Android's Java-based APIs

Answer: D

9. Xamarin is the product of which company?

- A) Microsoft
- B) Mono
- C) Google
- D) Apple

Answer: A

10. Which of these is a major downside of Xamarin?

- A) Lack of support for Windows applications
- B) Need for large runtime libraries for apps
- C) Poor integration with Android
- D) Limited to .NET developers only

Answer: B

11. What is MonoTouch specifically used for?

- A) Building Android apps
- B) Building iOS apps
- C) Building web apps
- D) Building Windows apps

Answer: B

12. What programming language is used to develop mobile apps in Xamarin?

- A) C#
- B) JavaScript
- C) Swift
- D) Kotlin

Answer: A

13. What is a case study in the context of the Mono project?

- A) A theoretical model of Mono framework
- B) A real-world example of using Mono
- C) A detailed tutorial of Mono setup
- D) A hardware-focused application using Mono

Answer: B

14. What are Mono Components?

- A) Libraries used for web development
- B) Reusable libraries and tools to develop cross-platform apps
- C) A set of programming languages
- D) An integrated IDE for .NET development

Answer: B

15. Why did developers originally choose Mono for Android?

- A) Because of its easy integration with Google Play
- B) For its compatibility with C#
- C) Because it was open-source
- D) For its better performance than Java

Answer: B

16. What is a primary feature of the Mono framework?

- A) It only supports Windows OS
- B) It allows applications to run on multiple platforms
- C) It is based only on Java
- D) It runs only on iOS devices

Answer: B

17. Which tool is used to develop Mono applications?

- A) MonoDevelop
- B) Visual Studio Code
- C) Eclipse
- D) Xcode

Answer: A

18. What is the purpose of Xamarin Studio in the Mono ecosystem?

- A) To design Android interfaces
- B) To manage and compile Xamarin applications
- C) To develop iOS applications only
- D) To deploy applications to the cloud

Answer: B

19. Which of the following is true about Mono for Android and MonoTouch?

- A) They are both used exclusively for Windows applications
- B) They allow mobile development with C#
- C) They are available only for iOS
- D) They only work with Java-based apps

Answer: B

20. What is the primary disadvantage of Mono for Android applications?

- A) Limited deployment options
- B) Heavier runtime compared to native Android apps
- C) Only works with iOS
- D) Only supports text-based user interfaces

Answer: B

21. How does Mono for Android work with Android APIs?

- A) It does not support Android APIs
- B) It translates Android's Java APIs into C#
- C) It builds native Android apps without APIs
- D) It requires a third-party API to function

Answer: B

22. Which component of Xamarin allows developers to deploy apps to multiple platforms?

- A) Xamarin.Forms
- B) Mono Touch
- C) Visual Studio
- D) Xamarin Studio

Answer: A

23. In which scenario would MonoTouch be used instead of Mono for Android?

- A) Developing a Windows desktop application
- B) Developing a cross-platform mobile application
- C) Developing an iOS mobile application
- D) Developing a game

Answer: C

24. Which of the following is the best alternative to Mono for Android for Java developers?

- A) Kotlin
- B) React Native
- C) Xamarin
- D) Native Android SDK

Answer: D

25. Why might a developer choose to use Xamarin over native development platforms like Android Studio or Xcode?

- A) Xamarin allows for a single codebase across platforms
- B) Xamarin has better Android UI design tools
- C) Xamarin uses Java as a base language
- D) Xamarin is easier for beginners than native platforms

Answer: A