



SNS COLLEGE OF ENGINEERING

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AN AUTONOMOUS INSTITUTION
Department of Computer Science and Design

2 Mark Questions

1. **What is the Mono framework?**
 2. **What is Mono for Android?**
 3. **Define assemblies in the Mono framework.**
 4. **What is MonoTouch?**
 5. **Why is MonoTouch used for mobile development?**
 6. **What are the downsides of using MonoTouch or Mono for Android?**
 7. **What is Xamarin Mobile?**
 8. **How does the Mono framework support cross-platform development?**
 9. **What is MonoDevelop?**
 10. **Name two key features of MonoDevelop.**
 11. **What is the relationship between Xamarin and the Mono framework?**
 12. **How do assemblies function in Mono for Android?**
 13. **What are the advantages of using Mono for Android?**
 14. **Mention two differences between MonoTouch and Mono for Android.**
 15. **What is the role of the Common Language Runtime (CLR) in the Mono framework?**
 16. **What programming languages are supported by MonoTouch and Mono for Android?**
 17. **How does the Mono framework integrate with .NET applications?**
 18. **What are the main components of the Mono project?**
 19. **Name two real-world applications built using the Mono framework.**
 20. **What is the purpose of the Mono project case study?**
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13 Mark Questions

1. **Explain the architecture and components of the Mono framework.**
 2. **Describe Mono for Android and how it differs from native Android development.**
 3. **What are assemblies in the Mono framework, and how do they work in Mono for Android?**
 4. **Discuss the advantages and disadvantages of using MonoTouch for iOS development.**
 5. **Explain how Xamarin Mobile leverages the Mono framework for cross-platform development.**
 6. **What are the key features of MonoDevelop, and how does it assist in development?**
 7. **Compare and contrast MonoTouch and Mono for Android.**
 8. **Discuss the challenges and limitations of using Mono for mobile application development.**
 9. **Explain the case study on the Mono project and its impact on modern development.**
 10. **How does the Mono framework contribute to cross-platform application development?**
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14 Mark Questions

1. **Discuss the evolution of the Mono framework and its role in mobile development.**
2. **Explain the working of Mono for Android and how it integrates with the Android platform.**
3. **What are the advantages of MonoTouch for iOS development? Provide real-world examples.**
4. **Analyze the key downsides of using MonoTouch and Mono for Android.**
5. **Explain how Xamarin Mobile utilizes Mono to develop cross-platform applications.**
6. **Discuss the process of setting up MonoDevelop for mobile application development.**
7. **Explain the lifecycle and structure of a Mono for Android application.**
8. **Compare the Mono framework with other cross-platform development frameworks.**
9. **Discuss the significance of assemblies in the Mono framework and their impact on application performance.**
10. **Explain the case study on the Mono project and its contributions to mobile development.**

