

061006T4ICT

ICT TECHNICIAN LEVEL 6

IT/OS/ICT/CR/11/6

MOBILE APPLICATION DEVELOPMENT

NOV/DEC 2023



**TVET CURRICULUM DEVELOPMENT, ASSESSMENT AND CERTIFICATION
COUNCIL (TVET CDACC)**

WRITTEN ASSESSMENT

Time: 3 Hours

INSTRUCTIONS TO CANDIDATES

1. This paper has TWO sections A and B. Attempt questions in each section as per instructions given in the section.
2. You are provided with a separate answer booklet.
3. Marks for each question are indicated in the brackets.
4. Do not write on the question paper

This paper consists of 7 printed pages

**Candidates should check the question paper to ascertain that all pages
are printed as indicated and that no questions are missing**

SECTION A: 40 MARKS

Attempt ALL questions in this section.

1. Define each of the following mobile development approaches as used in Mobile programming.
 - i. Native; (2 Marks)
 - ii. Web; (2 Marks)
 - iii. Progressive web. (2 Marks)
2. Mobile applications can be broadly categorized into several types based on their functionality and purpose. Briefly describe THREE categories of mobile applications. (3 Marks)
3. Mobile devices have become an indispensable part of modern life, providing a wide range of functionalities and conveniences. Describe TWO limitations associated with mobile devices. (2 Marks)
4. Peter has been hired by ABC T.T.I. to train students about mobile programming. Describe each of the following resource types he will talk about during the training.
 - i. Anim/ (2 Marks)
 - ii. Drawable/ (2 Marks)
 - iii. Value/ (2 Marks)
5. Give TWO reasons why mobile application programmers are encouraged to use mobile development frameworks while programming. (2 Marks)
6. John was contracted to develop a mobile application and he wish to apply different interface styles during development process. State THREE interface styles that he may apply. (3 Marks)
7. Discuss THREE ways that the user experience can be enhanced in a mobile application. (3 Marks)
8. Distinguish between *data replication* and *data synchronization*. (4 Marks)
9. Giving examples, differentiate between *views* and *view groups* in mobile programming. (4 Marks)