SNS COLLEGE OF TECHNOLOGY
(AN AUTONOMOUS INSTITUTION)
COIMBATORE – 35
DEPARTMENT OF COMPUTER SIENCE AND ENGINEERING

Puzzles
UNIT I

1. Mobility Landscape

Clue 1: This is the global system that connects devices to the internet for communication and data exchange.
Clue 2: It allows users to access the internet, apps, and services from anywhere.
Clue 3: It's a key part of the **mobility landscape**, providing users flexibility, remote work, and communication in real-time.

Answer: What is **Mobile Connectivity**?

2. Mobile Platforms Match-Up

Match the mobile platforms with their main characteristics:

- **Platform 1:** iOS
- **Platform 2:** Android
- **Platform 3:** Windows Mobile
- **Platform 4:** BlackBerry OS

Clue A: This platform is open-source and allows for extensive customization by developers.
Clue B: Known for a uniform, controlled environment and high security standards, typically used by Apple devices.
Clue C: Previously used by many business professionals, now largely discontinued.
Clue D: A now obsolete platform that was once popular for business communication.

Answer:

- **iOS** → Clue B
- **Android** → Clue A
- **Windows Mobile** → Clue C
- **BlackBerry OS** → Clue D

3. Mobile App Development Process

Arrange the following steps in the correct order for mobile app development:

- A. Testing the mobile app
- B. Defining app requirements and features
- C. Launching the app to app stores
- D. Design the app's user interface (UI)

- E. Development of the mobile app
- F. Publishing updates and bug fixes

Answer:

1. **B** – Defining app requirements and features
2. **D** – Design the app's user interface (UI)
3. **E** – Development of the mobile app
4. **A** – Testing the mobile app
5. **C** – Launching the app to app stores
6. **F** – Publishing updates and bug fixes

4. Overview of Android Platform Trivia

Question 1: What programming languages can you use to develop Android apps?

- A) Swift & Kotlin
- B) Java & Kotlin
- C) Python & Kotlin
- D) C++ & Kotlin

Answer: B) Java & Kotlin

Question 2: Which of the following is NOT part of the Android SDK (Software Development Kit)?

- A) Android Emulator
- B) Android Studio
- C) Android TV
- D) Android API

Answer: C) Android TV

5. Setting up Mobile App Development Environment Crossword

Clues:
Across

1. This tool is used to simulate Android devices on your computer. (8 letters)
2. The IDE used for developing Android apps. (8 letters)

Down
2. The language primarily used for Android development. (6 letters)
3. Required to test the mobile app on a physical or virtual device. (6 letters)

Answer:
Across

1. Emulator
2. Android Studio

Down

2. Kotlin
3. Device