

B.Tech IV Year I Semester (R13) Supplementary Examinations June 2017

**MOBILE APPLICATION DEVELOPMENT**

(Common to CSE and IT)

Time: 3 hours

Max. Marks: 70

**PART – A**

(Compulsory Question)

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- 1 Answer the following: (10 X 02 = 20 Marks)
- (a) Define profile.
  - (b) What is MIDlet suite?
  - (c) Describe the two important subclasses of displayable class.
  - (d) Write statements to create instance of Form class and Text field class.
  - (e) What is the use of paint() and repaint() methods?
  - (f) What is the use of record enumeration?
  - (g) How the JDBC driver is loaded.
  - (h) What is the need of Intent in Android?
  - (i) Describe Scroll view.
  - (j) List the various view groups that can be used to design user interface.

**PART – B**

(Answer all five units, 5 X 10 = 50 Marks)

**UNIT – I**

- 2 (a) Describe briefly about the radio transmission and its limitations.  
(b) Write a MIDlet program to display Hello World.

**OR**

- 3 Illustrate J2ME architecture with a neat diagram.

**UNIT – II**

- 4 (a) Describe the Best Practices to keep application simple and small.  
(b) Illustrate Command Class and Command Listener.

**OR**

- 5 (a) Use of local variables is a best practice in developing J2ME application. Explain.  
(b) Write a MIDlet program displaying an alert dialog box when an exception is thrown.

**UNIT – III**

- 6 (a) Write a MIDlet program for drawing a rectangle on canvas.  
(b) What are the different methods used in clipping regions? Explain.

**OR**

- 7 (a) Give a brief note on Animations.  
(b) Write a MIDlet for writing and reading records from a record store.

**UNIT – IV**

- 8 (a) What are the different JDBC driver types? Explain.  
(b) Explain four common WHERE clause expressions that are used to update multiple rows of a table.

**OR**

- 9 With a neat diagram, explain life cycle of an activity and explain various stages it go through in its life cycle.

**UNIT – V**

- 10 (a) Give a brief note on linear layout.  
(b) Illustrate how to display long lists using list views with suitable example.

**OR**

- 11 (a) Explain about the understanding the components of the screen.  
(b) Describe briefly about the Time Picker Views.

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B.Tech IV Year I Semester (R13) Regular Examinations November/December 2016

**MOBILE APPLICATION DEVELOPMENT**

(Common to CSE and IT)

Time: 3 hours

Max. Marks: 70

**PART – A**

(Compulsory Question)

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- 1 Answer the following: (10 X 02 = 20 Marks)
- (a) Explain any two types of J2ME profiles.
  - (b) Mention the common system attributes for a JAD file in J2ME.
  - (c) Explain Command Class Constructor found in J2ME.
  - (d) Explain J2ME Alert Class.
  - (e) Explain the layout of a Canvas as used in J2ME application.
  - (f) Explain the usage of Pen in J2ME application Canvas.
  - (g) What is the use of Callable Statement in a J2ME object and identify the different parameters?
  - (h) Explain any four features of Android.
  - (i) Explain the use of onKeyUp and onSaveInstanceState() methods in Android.
  - (j) What is the use of Button, EditText, CheckBox and ToggleButton widgets?

**PART – B**

(Answer all five units, 5 X 10 = 50 Marks)

**UNIT – I**

- 2 Explain various technologies like Wireless Technology, Radio Data Networks, Microwave Technology, Mobile Radio Networks and Messaging used in small and mobile computing devices.

**OR**

- 3 Explain J2ME architecture in detail with a neat diagram. Also, explain how individual MIDlets are packaged into MIDlet suites.

**UNIT – II**

- 4 Develop a J2ME application to create an online help routine by making use of commands.

**OR**

- 5 Write a J2ME program to demonstrate the process of creating and accessing Radio Buttons.

**UNIT – III**

- 6 Write a J2ME program to illustrate the process of capturing and processing of key codes.

**OR**

- 7 Write a J2ME program to illustrate reading and writing of records.

**UNIT – IV**

- 8 Explain the various layers that make up the Android Operating System with a neat diagram.

**OR**

- 9 Explain life cycle of an activity in Android and the various stages it goes through, from when the activity is started until it ends with a neat diagram.

**UNIT – V**

- 10 Explain the different View Groups supported by Android in detail.

**OR**

- 11 Write Android code to display Time Picker in a Dialog Window.

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