

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)

- 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.
