

Reg. No. :

--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--

Question Paper Code : K1371

M.C.A. DEGREE EXAMINATION, AUGUST/SEPTEMBER 2016.

Fifth Semester

DMC 7503 — MOBILE APPLICATION DEVELOPMENT

(Regulations 2013)

Time :- Three hours

Maximum : 100 marks

Answer ALL questions.

PART A — (10 × 2 = 20 marks)

1. List the characteristics of mobile applications.
2. Mention the types of frameworks.
3. What are the components of UI tool kit?
4. How java API is used in Mobile application?
5. What is DLL?
6. What is meant by work flow for application?
7. Mention the steps to be involved in using Graphics in Android.
8. What is location based services?
9. What are the features of Apple iPhone?
10. Mention the rules of UI tool kit.

PART B — (5 × 16 = 80 marks)

11. (a) (i) What are the characteristics and benefits of mobile application? (8)
(ii) Explain the MVC pattern of mobile application. (8)

Or

- (b) Discuss the detail of mobile devices profile life cycle. (16)

12. (a) Explain the steps involved in designing multimedia application. (16)

Or

(b) (i) Write short notes on gesture based UI. (8)

(ii) Discuss about the text to speech techniques. (8)

13. (a) Explain various design patterns for developing a mobile application. (16)

Or

(b) (i) Discuss the techniques for composing the applications. (8)

(ii) Give the rules of thumb using DLLs. (8)

14. (a) (i) Discuss about the integration with web. (8)

(ii) How do you store and retrieve data in Android environment? (8)

Or

(b) Explain in detail about packaging and deployment of application. (16)

15. (a) (i) Explain the Android Application Architecture. (8)

(ii) Explain how to interact with UI with suitable example. (8)

Or

(b) (i) Discuss the design issues in Apple iPhone. (8)

(ii) Explain the event based programming. (8)

Reg. No. :

--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--

Question Paper Code : S1371

M.C.A. DEGREE EXAMINATION, FEBRUARY/MARCH 2016.

Fifth Semester

DMC 7503 — MOBILE APPLICATION DEVELOPMENT

(Regulations 2013)

Time : Three hours

Maximum : 100 marks

Answer ALL questions.

PART A — (10 × 2 = 20 marks)

1. What are the essential tasks involved in publishing a mobile application?
2. Mention the types of third party framework.
3. What are the components of user interface toolkit?
4. In what way gestures are preferred than touch events?
5. List out the various design issues that needs to be considered during the development of mobile application.
6. Define DLL.
7. What are the types of intent?
8. List down some of the applications of location based services.
9. How do you establish the android development environment?
10. Write down some of the functions used to determine various edges of a rectangle.

PART B — (5 × 16 = 80 marks)

11. (a) Explain about the frameworks and tools required for developing mobile applications. (16)
- Or
- (b) What are the software engineering issues for mobile application development? (16)

12. (a) Discuss various user interfaces in mobile application. (16)
Or
(b) How will you convert text into voice in android? Explain with examples. (16)
13. (a) Explain the techniques that are used for composing applications. (16)
Or
(b) Explain in detail about workflow for application development. (16)
14. (a) Explain the locating methods in detail. (16)
Or
(b) (i) Mention the ways to improve the communication through web sites. (8)
(ii) Explain in brief about hacking techniques. (8)
15. (a) Explain in detail about android application architecture. (16)
Or
(b) (i) Write short notes on event handling. (8)
(ii) Give a brief account on event based programming. (8)
-