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Code No: CS1520

GEC-R14

IV B. Tech I Semester Regular Examinations, November 2017

**MOBILE APPLICATION DEVELOPMENT**

(Computer Science and Engineering)

**Time: 3 Hours**

**Max. Marks: 60**

**Note:** All Questions from **PART-A** are to be answered at one place.  
Answer any **FOUR** questions from **PART-B**. All Questions carry equal Marks.

**PART-A**

**6 × 2 = 12M**

1. Describe the purpose of PDAs.
2. Draw the Display class hierarchy?
3. Define Normalization?
4. What are the two simple controls used in android?
5. What are the advantages of spinner over radio buttons?
6. Describe the set Image Resource method?

**PART-B**

**4 × 12 = 48M**

1. a) Explain about J2ME architecture with neat diagram? (8M)  
b) List 4 features of MIDP. (4M)
2. a) Define arc. Explain its methods to draw an arc. (5M)  
b) Develop a MIDlet application to draw a smile on the canvas. (7M)
3. a) Explain about writing a mixed data type record into a record store with an example? (8M)  
b) Explain about Normalizing the data in Database Schema? (4M)
4. a) Explain about Android Debug Bridge (ADB) Commands? (6M)  
b) Illustrate how JDK, Eclipse are installed? (6M)
5. Prepare a android project keeping 3 rectangles of different colors and a empty circle .Now upon choosing a rectangle, fill the circle with the chosen color? (Write the sample code). (12M)
6. a) What is a purpose of cursors in android ?Give a short note? (4M)  
b) Explain following XML elements i) Events ii) Text iii) Attributes and iv) Image view (8M)

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