

Total No. of Questions : 10]

SEAT No. :

P3569

[Total No. of Pages : 3

[4959] - 1170

B.E. (Computer Engineering) (Semester - II)

MOBILE APPLICATIONS

(2012 Pattern)

Time : 2 1/2 Hours]

[Max. Marks : 70

Instructions to the candidates:

- 1) *Answer Q.1 or Q.2, Q.3 or Q.4, Q.5 or Q.6, Q.7 or Q.8, Q.9 or Q.10.*
- 2) *Neat diagrams must be drawn wherever necessary.*
- 3) *Figures to the right indicate full marks.*
- 4) *Assume suitable data if necessary.*

Q1) a) Explain following mobile platform in detail. **[6]**

- i) Android.
- ii) iOS.

b) Describe in detail XML and JSON. **[4]**

OR

Q2) a) Explain the benefits of using mobile applications. **[4]**

b) What is WML? Explain WML Commands used in FORM. **[6]**

Q3) a) Explain Fragmentation display with respect to the following parameters **[6]**

- i) Resolution.
- ii) Aspect Ratio.
- iii) Device pixel ratio.

b) Differentiate between Emulators and Simulators. Any four points. **[4]**

OR

P.T.O.

- Q4)** a) What strategy you will apply while designing and developing a Mobile App? [6]
b) Explain WCSS marquee extension with the help of attributes. [4]

- Q5)** a) Which are the predefined shapes supported by Scalar Vector Graphics (SVG)? [6]
b) Write a short note on: [6]
i) User agent spoofing.
ii) HTTP Sniffing.
c) Write a short note on Wireless Universal Resource File (WURFL). [4]

OR

- Q6)** a) Explain in detail the Architecture of Web App development with suitable diagram. [6]
b) Explain in detail problems and solutions associated with Mobile Device Detection. [6]
c) Differentiate between SVG and Canvas. [4]

- Q7)** a) Write a short note on J2ME and tools for J2ME programming. [6]
b) Which JAVA SCRIPT Framework is used in Mobile Application Development? Explain any one. [6]
c) What is DOM? Explain with suitable examples. [4]

OR

- Q8)** a) Explain the following Java Script Debugging types [6]
i) Server Side Debugging.
ii) Client Side Debugging.
b) Explain any two Java Script Libraries. [6]
c) List out Java Script UI Patterns. [4]

- Q9)** a) Explain Web Sockets in detail. Write the code for Web Socket constructor Web Socket connection. [9]
- b) Write a short note on: [9]
- i) Global Positioning System (GPS).
 - ii) Assisted Global Positioning System (AGPS).
 - iii) WiFi Positioning System.

OR

- Q10)** a) Explain the following: [9]
- i) AJAX.
 - ii) Server Sent Events.
 - iii) Web Sockets.
- b) Write a short note on: [9]
- i) W3C Geolocation API.
 - ii) GSMA one API.
 - iii) Web Storage.

