Code: CS7T2

IV B.Tech - I Semester – Regular Examinations – October - 2017

MOBILE APPLICATION DEVELOPMENT
(COMPUTER SCIENCE & ENGINEERING)

Duration: 3 hours   Max. Marks: 70

PART – A

Answer *all* the questions.   All questions carry equal marks

11 x 2 = 22

1.
  a) Explain the Android application Architecture.
  b) Analyze the configuration of J2ME.
  c) How Android app runs inside Android mobile?
  d) What are challenges in developing mobile application?
  e) List out the general design considerations in mobile application.
  f) What do you mean by android activities and views?
  g) What are the important blocks of Application Framework?
  h) Define Application packaging.
  i) How do we create interactive services in android?
  j) Define client–server model.
  k) What is Persisting data in SQLite?

PART – B

Answer any **THREE** questions. All questions carry equal marks.

3 x 16 = 48 M

2. a) Explain Android Stack. 8 M

   b) Explain the role of Android Emulator. 8 M

3. a) Explain in detail about Android Component Life Cycles.

   8 M

   b) Explain the importance of Activity Life Cycle and
      Manifest file in Android. 8 M

4. a) Explain various touch events and gestures in mobile device.

   8 M

   b) Develop a program to draw two outlined rectangles with
      square corners and the other with rounded rectangles. 8 M

5. a) How to create a Fragment and also explain the Fragment
      Life Cycle. 8 M

   b) Explain in detail the Model view controller with a neat
      diagram. 8 M

6. Explain the Database Design for Android Applications.

    16 M