



P.E.S. College of Engineering, Mandya - 571 401

(An Autonomous Institution affiliated to VTU, Belagavi)

Seventh Semester, B.E. - Computer Science and Engineering

Semester End Examination; Dec - 2017/Jan - 2018

Web 2.0 and Rich Internet Applications

Time: 3 hrs

Max. Marks: 100

Note: Answer FIVE full questions, selecting ONE full question from each unit.

UNIT - I

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|------|--|---|
| 1 a. | What are folksonomies? How do folksonomies apply to web 2.0? | 6 |
| | b. What are web services? Give and explain WSDL structure. | 6 |
| | c. Write short notes on : | 8 |
| | i) SOAP ii) REST iii) Rich Browser Experience. | |
| 2 a. | With an example how JSON is different from XML? | 8 |
| | b. What is JSON? Briefly explain Arrays Literals, Object Literals and Mixing Literals. | 6 |
| | c. Explain parseJSON () and toJSONstring () method. | 6 |

UNIT - II

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|------|---|----|
| 3 a. | Explain seven key principles of good Ajax applications. | 7 |
| | b. Distinguish between traditional Web application model and Ajax Web development model with diagram. | 7 |
| | c. Briefly explain any six technologies behind Ajax. | 6 |
| 4 a. | Explain hidden frame technique with neat diagram and specify advantages and disadvantages of hidden frames. | 10 |
| | b. Explain the usage of Ajax technique. | 6 |
| | c. Write a note on Hidden iframes. | 4 |

UNIT - III

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| 5 a. | Explain advantages and disadvantage of XHR. | 6 |
| | b. Explain XHR GET request and POST request. | 6 |
| | c. What is XMLHttpRequest (XHR)? How do you create XHR object for IE and for cross browser? Explain with code snippet. | 8 |
| 6. | Explain the following Ajax patterns : | |
| | i) Multistage download | |
| | ii) Predictive fetch pattern | 20 |
| | iii) Submission throttling | |
| | iv) Periodic Refresh. | |

UNIT - IV

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| 7 a. | Compare and contrast traditional and Flex web application. | 6 |
| b. | What is flex framework? Explain the content of flex class Library. | 10 |
| c. | List the various advantage of flash player. | 4 |
| 8 a. | Explain flex framework components. | 8 |
| b. | Define Action script. What are all ways to include Actionscript with flex, specify with examples. | 6 |
| c. | Explain how Actionscript handles Runtime Errors? | 6 |

UNIT - V

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|-------|--|----|
| 9 a. | With neat diagram describe the UI components and inheritance relationship of UI components and flesh player classes. | 10 |
| b. | With a code snippet explain the usage of Data grids. | 10 |
| 10 a. | Explain the three ways of applying data binding with examples for each. | 12 |
| b. | Write a shortnote on XML based Data model. | 8 |

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