U.S.N

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

(An Autonomous Institution affiliated to VTU, Belgaum)

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

Semester End Examination; Dec - 2016/Jan - 2017

Mobile App Development

Time: 3 hrs   *Max. Marks: 100*

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

UNIT - I

1 a.	Explain the costs associated with mobile application development.	6
b.	List out and explain the myths associated with mobile application development.	7
c.	Discuss the benefits of mobile application development.	7
2 a.	Compare and contrast Android Mobile Application to Android Mobile Web application.	8
b.	Define Web service. List out the advantages of Web services and explain Web services languages.	12

UNIT - II

3 a.	Explain Gestalt Key principles.	10
b.	Discuss design patterns.	7
c.	List out any three differences between simulators and emulators.	3
4 a.	List out the pros and cons of the various mobile web development options.	10
b.	Explain how do you use HTML5 in a mobile application?	10

UNIT - III

5 a.	Explain the steps involved in using the update manager feature of your Eclipse installation to install the latest revision of ADT on your development computer.	10
b.	Explain the steps involved in creating a new Android application with an example.	10
6 a.	Explain the following constructs of Objective-C : i) Classes ii) Methods iii) Control structures iv) Try Catch.	10
b.	Explain the steps involved in creating a simple iOS application with an example.	10

UNIT - IV

7 a.	List out and briefly explain the steps that any application developer has to go through in order to prepare and submit an application to the Android market.	12
b.	Explain the uses of the following tools with an example : i) Jarsigner ii) Key tool.	8
8 a.	Explain the following with an example, i) Inserting data into the database ii) Updating data already in the database.	8
b.	Mention and describe the nine steps to create a content provider.	12

UNIT - V

9 a. Explain the uses of Mapviews with the code snippet. 10

b. Develop an Activity (Java code) that connects with the GPS Location Provider and gets and displays our current location (No updates). 10

10 a. Explain Model-View-Controller concept with a neat diagram. 10

b. Explain the following with a code snippet,
i) Handling keys   ii) Implementing a menu. 10

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