



P.E.S. College of Engineering, Mandya - 571 401
(An Autonomous Institution affiliated to VTU, Belagavi)
Seventh Semester, B.E. – Information Science and Engineering
Semester End Examination; Dec. - 2019
Mobile Application Development

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. | List out the myths associated with Mobile Application Development. | 4 |
| | b. List out and explain the benefits of a Mobile Application. | 8 |
| | c. List the cost associated with Mobile Application Development and explain them. | 8 |
| 2 a. | Explain how to create on web service using Linux Apache MySQL PHP stack? | 12 |
| | b. Explain different web service languages. | 8 |

UNIT - II

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|------|---|----|
| 3 a. | Discuss the key mobile information design patterns | 10 |
| | b. Explain the tools of mobile interface design. | 6 |
| | c. Describe the interface design tips of Android application. | 4 |
| 4 a. | What exactly is HTML5? How do you use HTML5 in a mobile web application? | 12 |
| | b. List the various pros and cons of the various mobile web developments. | 8 |

UNIT - III

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|------|---|----|
| 5 a. | Explain the installation procedure of various tools that are required in Android. | 12 |
| | b. Explain basic Android UI elements. | 8 |
| 6 a. | Explain the Iphone craze in detail. | 10 |
| | b. Explain the objective-C basics needed to develop a Mobile Application. | 10 |

UNIT - IV

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| 7 a. | List the number of steps any application developer will go through in preparing and submitting an application to Android market. | 8 |
| | b. Explain the procedure for publishing your Android application on Android market. | 8 |
| | c. List the number of difference between desktop emulation and a real device. | 4 |
| 8 a. | Explain the basic structure of the MicroJobsDatabase class? | 10 |
| | b. Mention and describe the steps to creating a content provider. | 10 |

UNIT - V

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| 9 a. | Explain controlling the map with menu buttons and controlling the map with the keypad. | 12 |
| | b. Explain Mapview and MyLocationOverlay initialization. | 8 |
| 10 a. | Explain assembling Graphical interface concept. | 10 |
| | b. Explain the Android GUI Architecture. | 10 |