

Course Code : CST 313

ITSJ/RW – 17 / 1053

**Fifth Semester B. E. (Computer Science and Engineering)
Examination**

MOBILE APPLICATION PROGRAMMING

Time : 3 Hours]

[Max. Marks : 60

Instructions to Candidates :—

- (1) Question No. **Four** is compulsory.
- (2) All questions carry marks as indicated against them.
- (3) Assume suitable data and illustrate answers with neat sketches wherever necessary.

1. Solve any Two :—

- (a) Discuss with neat sketch WAP infrastructure. 5 (CO 1)
- (b) Describe the following :—
 - (i) GSM
 - (ii) CDMA
 - (iii) 3G 5 (CO 1)
- (c) How frequency reuse is implemented in cellular network ? Explain with neat sketch. 5 (CO 1)

2. Solve any Two :—

- (a) What is prototyping ? Discuss the various levels of Prototyping. 5 (CO 2)
- (b) Explain the key principals of mobile UX Design. 5 (CO 2)
- (c) What is Cross Platform Development ? What are its limitations ? 5 (CO 2)

3. Solve any Two :—

- (a) (i) Demonstrate with example the working of Autocomplete Text View.

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Contd.

- (ii) What is Logcat ? Discuss the structure of LogCat record.
3 + 2 (CO 2)
- (b) Explain Activity lifecycle of an android application. 5 (CO 2)
- (c) Elaborate on execution flow of an android app. 5 (CO 2)
4. (a) How is notification generated ? Give a sample code for generating only a notification. 5 (CO 2)
- (b) Design an app for taking the favourite sports. The list should be populated on complete screen. When an item is selected a new activity should show the item selected. 5 (CO 2)
5. (a) What is Async Task ? How do you implement a async task in android ? 2 (CO 3)
- (b) Consider a file named “Details.txt” is saved in External Storage in such a manner that it is accessible only to the application which created it. read the file and display it in a textview “display Txt”. Consider a Button “btn1”; when clicked toggles the case (upper to lower and vice versa) of “displayTxt” and writes back the data to new file “toggle.txt”. 8 (CO 3)
- OR**
- (c) Consider a content provider which provides data for username and passwords. Write code for adding, deleting, updating and querying data in content provider. 8 (CO 3)
6. (a) Why do we require Location Listener ? Discuss the utility methods you need to implement the listener with an example. 5 (CO 4)
- (b) Discuss the two methods you can send an SMS. Name the permissions required for sms sending and receiving. 5 (CO 4)