Reg. No. :

Question Paper Code: 49231

M.E. DEGREE EXAMINATION, MAY 2016

Elective

Computer Science and Engineering

14PCS509 – MOBILE APPLICATIONS DEVELOPMENT

(Regulation 2014)

Duration: Three hours   Maximum: 100 Marks

Answer ALL Questions.

PART A - (5 x 1 = 5 Marks)

1. Which computer system forms with a dedicated function within a larger mechanical or electrical system, often with real time computing constraints?

    (a) Parallel system   (b) Embedded system
    (c) Control system   (d) Processor system

2. Which file specifies layout of your screen?

    (a) Layout file   (b) manifest file   (c) string xml   (d) R file

3. Which computer based tool is capable of acquiring, storing, manipulating, analyzing and displaying spatially referenced data?

    (a) GRS   (b) JIS   (c) DIS   (d) GIS

4. What is the user interface of Iphone OS called?
    (a) touchwiz   (b) cocoa
    (c) mobiface   (d) universal mobile interface

5. Who developed IOS?

    (a) Apple   (b) Microsoft   (c) IBM   (d) HP

PART - B (5 x 3 = 15 Marks)

6. What are the various states an application can use during an activity life cycle?

7. In what way gestures are preferred than touch events.

8. List out the challenges for mobile cloud computing.

9. What is SQLite? Write the purpose of it.

10. Write the design constraints for mobile application based on hardware.

PART - C (5 x 16 = 80 Marks)

11. (a) Explain in detail about the business drivers in mobile application development.   (16)

Or

(b) Illustrate the concept of requirement gathering and validation for developing mobile applications.   (16)

12. (a) With neat diagram explain embedded OS architecture.   (16)

Or

(b) (i) Outline software related design constrains for mobile applications.   (10)

(ii) Write about principle of user interface design with respect to gestures.   (6)

13. (a) What are the steps involved in designing multimedia application? Explain.   (16)

Or

(b) Explain the design methods for web access capabilities in mobile application.   (16)

14. (a) How to interact with UI? Explain with an example.   (16)

Or

(b) Explain in detail about developing applications which interacts with Google map and GPS.   (16)

15. (a) Write the methods of integrating calendar and address book with social media framework for iOS applications.   (16)

Or

(b) Explain in detail about the design methodology involved in developing calendar application using objective C.   (16)

_____
2

49231