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Question Paper Code: 56802

B.E. / B.Tech. DEGREE EXAMINATION, NOV 2018

Sixth Semester

Computer Science and Engineering

15UIT602-MOBILE APPLICATIONS DEVELOPMENT

(Common to Information Technology)

(Regulation 2015)

Duration: Three hours			Maximum	Maximum: 100 Marks					
Dur	ation. Tince ne		swer ALL Questions	. 100 Marks					
			$^{\circ}$ A - (5 x 1 = 5 Marks)						
1.	Which of the	following is not a mobil	e application platform?		CO1- R				
	(a) Android	(b) iOS	(c) Windows	(d) Samsung					
2.	2. Which among these are NOT a part of Android's native libraries?								
	(a) Webkit	(b) Dalvik	(c) OpenGL	(d) SQLite					
3.		following event in mu pointer leaves the screen	ulti touch gestures will be Sent n.		CO3- R				
	(a) ACTION_UP		(b) ACTION_POINTER_	(b) ACTION_POINTER_UP					
	(c) ACTION_	MOVE	(d) ACTION_POINTER_I	(d) ACTION_POINTER_DOWN					
4.	Which compo		CO4- R						
	(a) Activity	(b) Services	(c) Content Provider	(d) Broadcas	t Receiver				
5.	Once the deve the application you as the app Google Play		CO5- R						
	(a) Public key		(b) Private key						

(d) None

(c) both and b

PART - B (5 x 3= 15Marks)

Explain the creation of Android Virtual Devices (AVD) to run android program on CO1-R an emulator. 7. Define Activity Stack. CO2-R 8. Describe the Grid layout with sample xml code CO₃- R What is AIDL? and list the supported data types. 9. CO4-R Write a simple java code to capture video using intent. CO5-R 10 $PART - C (5 \times 16 = 80 Marks)$ 11 Describe procedure involved in creation of a simple Android CO1-U (16)application project using Android Studio. Or (b) Reproduce the Android architecture with a neat diagram. CO1- U (16)12 Identify what are the additional libraries are added in android version CO2 -App (16)(a) 3.0 to support the fragments and also compare fragment lifecycle with the activity lifecycle. Or (b) Develop an android menu application that changes the background CO2- Ana (16)color on selection of the menu options. The client required an eLearning mobile solution for facilitating CO3-C 13 (a) (16)communication and deliver training to its employees on updated company policies and product releases. The solution would bridge the gap between top management and trainers for keeping records of the training & educational processes. It should also have an intuitive user interface with user management and collaboration features like chat, video tutorial sharing, skill monitoring, Q&A foruma nd a logbook. The application should run flawlessly on various iOS, Android and Windows based devices Or (b) Create an android application that illustrates the pinch recognition. CO₃-C (16)

(a) Create a Simple audio player mobile application using android studio CO4- Ana with basic controls like play, pause, forward, backward, next, previous, playlist and seekbar.

Or

(b) Discuss on the content providers of android. CO4- U (16)

15 (a) Develop a simple camera application to take pictures with added CO5-C (16) functionalities.

Or

(b) Create an application that illustrates the working of Google maps in CO5-C android. (16)