May 2017

B.E. (Computer Engineering)
MOBILE APPLICATIONS (Elective - IV)
(2012 Pattern) (Semester - II) (End Sem.) (410452C)

Time : 2½ Hours]

[Max. Marks : 70

Instructions to the candidates:

1) Answer Q.1 or Q.2, Q.3 or Q4, Q.5 or Q.6, Q.7 or Q.8, Q.9 or Q.10.
2) Neat diagrams must be drawn wherever necessary.
3) Figures to the right indicate full marks.
4) Assume suitable data, if necessary.

Q1) a) What is WAP1 ? Explain in detail. [4]

b) Explain third party frameworks. Explain anyone in detail. [6]

c) State the mobile myths. [2]

OR

Q2) a) Explain JSON in detail. [4]

b) Explain Debugging of Web Services. [6]

c) Which tools are used for mobile web development? [2]

Q3) a) Explain strategies used for design & user experience. [6]

b) Explain browsers and web platform in detail. [6]

OR

Q4) a) Explain: [6]

i) WML

ii) CSS for mobile

b) Explain HTML5 compatibility levels in detail. [6]

P.T.O.

Q5) a) Explain XHTML mobile profile in detail. [5]

b) Explain elements for HTML5 form with their example. [7]

c) What is document body? [3]

OR

Q6) a) How web apps are installed? Explain with example. [5]

b) .Explain debugging and performance for Mobile media. [7]

c) Explain server side detection for mobile media. [3]

Q7) a) Explain J2ME and JQuery Mobile. [7]

b) Explain: [8]

   i)   iUI

   ii) jQTouch

OR

Q8) a) State difference between Java & Mobile Libraries. [7]

b) Explain UI frameworks in details. [8]

Q9) a) Explain storage and network for mobile apps. [6]

b) How mobile apps are executed in background? [6]

c) What is ENYO? [4]

OR

Q10)a) Explain JQuery Mobile with example. [6]

b) Explain distribution and social web 2.0. [6]

c) What is use of offline apps? Explain with example. [4]

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