



# INSTITUTE OF AERONAUTICAL ENGINEERING

(Autonomous)

Dundigal, Hyderabad - 50043

## INFORMATION TECHNOLOGY

### ASSIGNMENT QUESTIONS

Course Name	MOBILE APPLICATION DEVELOPMENT
Course Code	A70535
Class	IV B. Tech I Semester
Branch	IT
Year	2018 – 2019
Course Coordinator	Mr. D Rahul, Assistant Professor, Dept of IT.
Course Faculty	Mr. D Rahul, Assistant Professor, Dept of IT.

### COURSE OBJECTIVES

To meet the challenge of ensuring excellence in engineering education, the issue of quality needs to be addressed, debated and taken forward in a systematic manner. Accreditation is the principal means of quality assurance in higher education. The major emphasis of accreditation process is to measure the outcomes of the program that is being accredited.

In line with this, Faculty of Institute of Aeronautical Engineering, Hyderabad has taken a lead in incorporating philosophy of outcome based education in the process of problem solving and career development. So, all students of the institute should understand the depth and approach of course to be taught through this question bank, which will enhance learner's learning process.

S. No	Question	Blooms Taxonomy Level	Course Outcomes
<b>UNIT-I</b>			
1	How J2ME is organized. Explain about the two fold approach which is used by the Java Community Process (JCP) Program?	Understand	1
2	Distinguish CLDC and CDC Configurations with its features of J2ME.	Remember	1
3	Explain the following technologies with supported networks Wireless Technology Microwave Technology	Understand	1
4.	Illustrate the wireless technology phenomena for small computing wireless communication devices.	Understand	1
5	Which is the small computing device that is used to store secured information? Write the features of the same.	Remember	1
6	How many categories of set top boxes are there and Write the common operations of set top box.	Remember	1
7	Explain thin client and thick client processing with neat sketches.	Understand	1
8	Write the primary challenge facing the mobile small computing industry. How about the careful Design is made to face the challenge.	Remember	1
9	Explain the limitations of J2ME. What are the other Java platforms available for small computing devices which will eliminate those limitations?	Understand	1
10	List all the J2ME Profiles; Explain each profile with its configurations and its applications.	Remember	1
<b>UNIT-II</b>			
1	Explain the ways to update the data when it has been changed? Which is the best way to do so? Why?	Understand	2

2	List and explain about the small computing device requirements?	Remember	2
3	Explain the modular design of J2ME architecture?	Understand	2
4	Distinguish the Manifest file and the Java Descriptor file with an example each	Remember	2
5	Explain the components of the Java Archive File (JAR). List all the mandatory and Optional attributes of manifest file.	Remember	2
6	Define MIDlet Suite and explain how the Multiple Midlet's are organized in the MIDlet Suite.	Remember	2
7	Write a MIDlet which displays a small message on the emulator as a text which we can edit using J2ME.	Understand	2
8	List the best practices and patterns to solve complex J2ME programming problems	Understand	2
9	Justify "Off-Load Computations to the Server" is one of the best practice of J2ME.	Understand	2
10	Explain the procedure how to configure the emulator such that the MIDlet's can access the Internet Resources	Understand	2
<b>UNIT-III</b>			
1	Explain in detail the Command class	Remember	3
2	Explain about Event Processing with an example.	Understand	3
3	Explain about exception handling with an example.	Remember	3
4	Explain in detail J2ME best practices and patterns.	Remember	3
5	Define user interface? Explain three kinds of user interfaces for a J2ME application.	Remember	3
6	Explain the Display and Displayable classes.	Understand	3
7	Explain the methods to manage Items in the form.	Understand	3
8	Differentiate between traditional computing devices and small computing devices.	Understand	3
9	Explain the methods defined by the Item State Listener interface.	Understand	3
10	Write a MIDlet to create an on-line help.	Remember	3
11	Write a MIDlet to create an interactive gauge.	Remember	3
12	Explain the High-level display feature –Ticker class.	Remember	3
13	Explain how you create an instance of the Form class.	Understand	3
14	Write a MIDlet to illustrate the use of a Text Field class.	Understand	3
15	Explain the Ticker class with an example.	Understand	3
16	Write about the List class.	Understand	3
17	Explain Textbox class with an example.	Remember	3
18	Explain how animation is carried out using J2ME.	Understand	3
19	Explain the methods to draw an arc. Write a MIDlet to draw a smile on the Canvas.	Understand	3
20	Explain the methods used to paint the screen and canvas.	Remember	3
<b>UNIT-IV</b>			
1	Explain the process of sharing record sharing.	Remember	4
2	Define RMS? How is it used to store data in small computing devices?	Remember	4
3	Write about the following with respect to Record Management System of J2ME.Storing, Writing, Reading, and Sorting of Records.	Remember	
4	Explain the methods of a Record Store class.	Understand	4
5	Explain about creating, opening, closing and removing a record store.	Understand	4
6	Explain the Record Listener interface.	Remember	4
7	Explain about reading a mixed data type record into a record enumeration.	Understand	4
8	Explain about enumerating a record with an example.	Understand	4

9	Explain the relationship between MIDlet suites and record stores.	Remember	4
10	Explain different ways to connect to the database	Remember	4
<b>UNIT-V</b>			
1	Write short notes on HTTP.	Understand	3
2	Write short notes on J2ME Wireless Toolkit.	Understand	3
3	Explain the process of reading data from an HTTP connection	Remember	3
4	Explain Input Stream and Output Stream classes	Understand	3
5	Explain about communication with a remote server using an HTTP Connection.	Understand	4
6	Write about the file protocol.	Understand	4
7	Explain the types of HTTP request methods	Understand	5
8	Explain in detail about session management.	Remember	5
9	Explain the process of how to send user request using HTTP.	Understand	6
10	Explain the class hierarchy of the Generic Connection Framework (GCF).	Understand	6

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