INSTITUTE OF AERONAUTICAL ENGINEERING

(Autonomous)

Dundigal, Hyderabad - 500 043

INFORMATIONTECHOGY

TUTORIAL QUESTION BANK

ACADEMIC YEAR - 2018-19

Course Title	**Mobile Application Development**			
Course Code	**A70535**			
Class	**IV B. Tech I Semester-R15**			
Course Structure	**Lectures**	**Tutorials**	**Practicals**	**Credits**
	4	**1**	**-**	**4**
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
	UNIT - I **J2ME Overview**		
Part - A (Short Answer Questions)			
1	Analyze the configuration of J2ME?	Understand	1
2	List J2ME profiles.	Remember	1
3	Describe the limitations of J2ME?	Remember	1
4	Differentiate CDC and CLDC Configurations in terms if their	Understand	2
5	List some platforms which are designed for small computing	Remember	1
6	Describe the purpose of carrier signal in Radio Transmission?	Understand	2
7	Analyze the Technology is used for wireless mobile	Understand	2
8	Describe the back bone of wireless small computing Mobile Communications?	Remember	1
9	List the commonly used operating systems for smart cards?	Understand	1
10	List the challenges facing by Mobile small computing Industry?	Remember	1
Part - B (Long Answer Questions)			
1	Explain the essential characteristics of a mobile application.	Understand	4
2	Distinguish the J2ME features from that of Standard java.	Understand	4
3	Explain the approaches to create cost-effective computer application.	Remember	1
4	How does a J2ME application achieve a balance client and server? Explain.	Understand	1

5	Explain in detail J2ME configuration and profiles.	Understand	1
6	Write about J2ME and wireless devices.	Remember	1
7	What are the java platforms that support small computing devices?	Remember	1
8	What are the types of messaging services offered by cellular telephone Companies?	Understand	1
9	Write about Cellular telephone networks.	Understand	1
10	What is Personal Digital Assistants (PDA)? Explain	Remember	1
Part – C (Analytical Questions)			
1	Explain the essential characteristics of a mobile application.	Understand	1
2	Explain the architecture of multitier web service by using web services.	Remember	1
3	Develop a MIDlet Application to create Hello world Application.	Remember	2
4	Develop a MIDlet Application to create and Manipulate an Instance of a StringItem Object	Understand	2
UNIT - II J2ME Architecture and Development Environment			
Part – A (Short Answer Questions)			
1	Define connected limited device configuration (CLDC) layer in J2ME frame	Understand	2
2	List the software layers comprise the J2ME Architecture?	Remember	2
3	Analyze the minimum display of pixels requires handling bitmapped graphics	Understand	2
4	Is data can be shared between MIDlets that are not from the same MIDlet	Remember	2
5	Define Java Archive (JAR) file and Java Application Descriptor (JAD) file.	Remember	2
6	Write the basic MIDlet Shell?	Understand	2
7	Difference between the Java language used in between J2SE and J2ME?	Remember	2
8	Describe the Best practices are proven design and programming techniques used to build J2ME systems.	Understand	2
9	Write the good practice need to be invoked by J2ME application in order to minimize the Network traffic.	Remember	2
10	List out the methods called each time when MIDlet is invoked?	Remember	2
Part - B (Long Answer Questions)			
1	Draw the neat diagram for J2ME Architecture.	Understand	1
2	Develop a hello world program using J2ME.	Remember	1
3	What is a MIDlet? Explain the anatomy of a MIDlet	Remember	1
4	How the security does is provided to MIDlet suite?	Understand	1
5	How do you program a MIDlet? Explain with an example.	Understand	3
6	Explain the life cycle of a MIDlet.	Remember	3
7	What are the differences between the Java language used in J2SE and J2ME?	Remember	3
8	Write about J2ME software development kits.	Remember	3
9	How do you deploy a multiple MIDlet suite?	Understand	1
10	Explain about developing J2ME applications using the J2ME Wireless Toolkit.	Understand	1
Part – C (Analytical Questions)			
1	Create an MIDP application which examine, that a phone number, which a user	Understand	3
2	Develop a J2ME program to Creating & Manipulating an Instance of a Gauge	Remember	3
3	Write a program to Creating and accessing an Instance of an Implicit List Class	Understand	3
4	Create a J2ME program to create multiple midlets.	Understand	3
5	Develop a MIDlet Application to select list item.	Remember	3
6	Create a MIDP application, where the user can enter player name and points.	Understand	3
7	Create a MIDP application, which draws a bar graph to the display. Data	Remember	4
UNIT-III Commands, Items, and Event Processing			
Part - A (Short Answer Questions)			
1	Explain the Display and Displayable classes.	Remember	3
2	Explain the methods to manage Items in the form.	Understand	3
3	Differentiate between traditional computing devices and small computing evices.	Understand	12

4	Explain the methods defined by the Item State Listener interface.	Remember	4
5	Write a MIDlet to create an on-line help.	Remember	4
6	Explain in detail the Command class	Understand	3
7	Explain about Event Processing with an example.	Understand	3
8	Explain about exception handling with an example.	Remember	3
9	Explain in detail J2ME best practices and patterns.	Understand	3
10	Define user interface? Explain three kinds of user interfaces for a J2ME application.	Understand	3
11	Write about Ticker class and Create an interactive gauge.	Remember	4
12	Define animation and Describe Form class.	Remember	4
13	Write the Syntax of Textbox class and Syntax of Ticker class.	Remember	4
14	Write the methods needed to draw an arc and methods used to paint the screen.	Understand	4
15	Write about the List class.	Understand	3
16	Explain Textbox class with an example.	Remember	3
17	Explain how animation is carried out using J2ME.	Understand	3
18	Explain the methods to draw an arc. Write a MIDlet to draw a smile on the Canvas.	Understand	3
19	Explain the methods used to paint the screen and canvas.	Remember	3
20	Explain the High-level display feature –Ticker class.	Remember	3
Part – B (Long Answer Questions)			
1	Explain about exception handling with an example.	Understand	3
2	Explain about Event Processing with an example.	Understand	3
3	Differentiate between traditional computing devices and small computing	Remember	3
4	Explain in detail J2ME best practices and patterns.	Understand	4
5	Define user interface? Explain three kinds of user interfaces for a J2ME application.	Remember	4
6	Explain the Display and Displayable classes.	Remember	4
7	Explain in detail the Command class.	Remember	3
8	Explain the methods to manage Items in the form.	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
Part – C (Analytical Questions)			
1	Develop a MIDlet Application to slide show of pictures.	Understand	4
2	Develop a MIDlet Application of displaying pictures of different formats.	Remember	3
3	Develop a MIDlet Application to implement bar graphs.	Understand	3
4	Demonstrate simple animation using a Timer and Timer Task.	Understand	4
5	Create a slide show which has three slides, which includes pictures at PNG.	Remember	4
6	Develop a MIDlet Application to implement Online Help.	Understand	4
7	Explain about the following user interfaces	Remember	6
8	Write a program which create instance of a class that will make the MIDlet to intera computing devices screen.	Understand	3
9	Illustrate about Palm OS Emulator.	Understand	4
10	Write about the Exception handling Mechanism with an example in J2ME platform.	Understand	3
UNIT-IV **Record Management System**			
Part – A (Short Answer Questions)			
1	Define Record storage and RMS with example.	Remember	5
2	Write Short notes on Record Listener interface.	Understand	5
3	Describe enumerating a record with suitable example.	Understand	5

4	Define record stores and record methods.	Remember	4
5	List out methods of sorting records and explain.	Remember	4
6	List of writing records and explain any one.	Understand	4
7	Explain about searching a record	Remember	4
8	Explain about reading a records.	Remember	4
9	Define Enumeration and Java Data Base Connection	Understand	5
10	Write about Result Set Object.	Remember	5
11	Write steps to create Database connection.	Understand	7
12	Define Transaction Processing and Statement Interface	Remember	10
13	List out types of JDBC drivers? Write the syntax?	Remember	10
14	Write about database meta data	Understand	8
15	Define Prepared statement interface.	Understand	7
16	Write about Driver class and Define callable statement.	Remember	10
17	Write the syntax to join two tables.	Understand	8
18	Explain how to update a rows in a table.	Remember	8
Part – B (Long Answer Questions)			
1	Explain the High-level display feature –Ticker class.	Understand	4
2	Explain how animation is carried out using J2ME.	Understand	4
3	Explain how you create an instance of the Form class.	Remember	4
4	Write a MIDlet to create an interactive gauge.	Understand	10
5	Write a MIDlet to illustrate the use of a Text Field class.	Understand	10
6	Write about the List class.	Remember	10
7	Explain Textbox class with an example.	Understand	4
8	Explain the Ticker class with an example.	Understand	4
9	Explain the methods to draw an arc. Write a MIDlet to draw a smile on the	Understand	4
10	Explain the methods used to paint the screen and canvas.	Understand	4
Part – C (Analytical Questions)			
1	Develop a MIDlet Application for datagram server and datagram Client.	Understand	5
2	Develop a MIDlet Application to run server application on phone simulator.	Understand	5
3	Develop a J2ME program for Socket MIDlet on simulator.	Remember	5
4	Develop a MIDlet Application get file from network.	Remember	5
5	Develop a MIDlet Application to create socket connection on a J2ME phone	Understand	6
6	Develop a MIDlet Application to login to HTTP Server from a J2ME Program	Remember	6
7	Write a J2ME Program to login to HTTP server.	Remember	6
8	Develop a MIDlet application for logging to HTTP server	Understand	5
9	Write a J2ME Program to create Https MIDlet and show the output using simulator	Remember	6
UNIT-V Generic connection Framework			
Part - A (Short Answer Questions)			
1	List out Different HTTP Commands.	Understand	9
2	Write syntax to make socket connection.	Remember	10
3	Explain the process how to create an HTTP connection.	Understand	9
4	Write the syntax to create file protocol.	Remember	9
5	Explain the process of reading data from an HTTP connection.	Understand	9
6	List out different types of http Request methods.	Remember	9
7	Explain about session management.	Understand	9
8	List out different types of http Response methods.	Understand	9
9	List out different Protocols to perform communication.	Remember	9
10	Explain how to send data through HTTP protocol.	Understand	9
Part - B (Long Answer Questions)			
1	Write about the following with respect to Record Management System of	Remember	10

2	Define RMS? How is it used to store data in small computing devices?	Understand	5
3	Illustrate the relationship between MIDlet suites and record stores.	Remember	5
4	Exemplify the methods of a Record Store class.	Understand	5
5	Explain about creating, opening, closing and removing a record store.	Remember	5
6	Illustrate the process of sharing record sharing.	Remember	5
7	Explain about enumerating a record with an example.	Understand	7
8	Exemplify about reading a mixed data type record into a record enumeration.	Remember	8
9	Illustrate about searching a record store containing multiple data types.	Remember	9
10	Explain the Record Listener interface.	Understand	10
Part – C (Analytical Questions)			
1	Develop a MIDlet Application to implement web application - Students marks.	Understand	7
2	Develop a MIDlet Application to implement web application - Town/City movie enquiry	Understand	6
3	Develop a MIDlet Application to implement web application -Railway/Road/ Air enquiry status	Understand	7
4	Create a MIDP application, which show to the user 5-10 quiz questions.	Remember	7
5	Develop a MIDlet Application to Create a Calculator J2ME client Application.	Remember	6
6	List the steps to write and read the Mixed data type records from the Record Store.	Understand	5
7	Which class and interface is used to sort the records within a Record Enumeration. Write a program to sort a single data type of a record in a Record Enumeration.	Understand	6
8	Explain the advantages and disadvantages using Index for quickly locating the Information in the Table.	Understand	11
9	What practices should have the DBMS manufacturers created by JDBC divers to connect J2ME application with Database.	Understand	7
10	Write a program to insert a row and delete a row in the Result Set.	Remember	10

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