

Roll No.

--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--

B.E / B.Tech (FT) END SEMESTER EXAMINATIONS – APRIL / MAY 2019  
Fifth & Seventh Semester (Open Elective)  
IT7591 – Mobile Application Development  
(Regulation 2015)

Time: 3 Hours

Answer ALL Questions

Max. Marks 100

PART-A (10 x 2 = 20 Marks)

1. Write about Garbage Collection in java.
2. Compare C++ and Java.
3. List out the different types of Class Loaders.
4. How the objects can be initialized in java?
5. Define Dex File.
6. Write about any two android development tools.
7. Draw and explain android activity life cycle.
8. State the use of 'this' pointer in java?
9. What are the different concepts that are used in mobile memory management architecture?
10. Why use Adapter classes?



Part – B ( 5 x 13 = 65 marks)

11. a i) Explain about the various tools that are used for mobile application development. (7)
- a ii) Write a Java statement to accomplish each of the following tasks:
  - a) Declare variable product of type int and initialize to 1.
  - b) Declare variable a of type int and initialize to 1.
  - c) Multiply variable a with variable product and assign the result to variable product.
  - d) Print "The product is:" followed by the value of variable product. (6)

OR

- b i). Write a java application to demonstrate the concept of hybrid inheritance. (7)
  - b ii). Define packages? Explain about uses of packages and how the packages are working (6)
12. a) Briefly explain about the architectures of android and iOS with neat diagram. (13)

OR

- b i) Create a login screen with required number of labels, text boxes and buttons. Write a code for validating the username and password. (7)
  - b ii) Write the advantages and disadvantages of Android? (6)
13. a) Explain about the types of layouts that are used in android application development. Write the corresponding attribute for each layout. (13)

OR

- b) Write a java program to perform addition of two numbers. Use text boxes for getting input from the user and display the result on another text box upon clicking the button. Use appropriate Event listeners and action listeners. (13)

14. a) Describe about the challenges of memory management in mobile device. *Provide* solution to overcome the challenges. Also draw the Mobile Memory management architecture. (13)

OR

b) What is fragment? Write a java code for creating fragment using any fragment methods. (13)

15. a). Develop an android application for identifying the user's current location. Update the location Information when the user in mobility. (13)

OR

b). Develop an android application for providing notification and alarms for an event. (13)

Part – C ( 1 x 15 = 15 marks)

16. Develop an android application for kids self-learning. Use images as button. When the images are clicked relevant audio should be played. (For example. When Alphabet A image is clicked it should produce the phonics A sound.). Application should teach alphabets colors and pictures for kids.

