

BCA-6 APRIL - 2015

Paper No: 602- Mobile Application Development using J2ME

Semester -6

Subject-code: 3464

Duration: 2-30 HRS

Total Marks: 70

- Q-1.[A] What is Wireless technology? Explain in detail. [07]
[B] Write a short note on smart card. [07]
OR
[A] Explain J2ME Architecture in detail.
[B] Explain J2ME Wireless Toolkit in detail.
- Q-2.[A] Explain Alert class with example [07]
[B] Explain List class with example [07]
OR
[A] Write a note on palm OS emulator.
[B] Explain Gauge Class and Ticker Class in detail.
- Q-3.[A] What do you mean by Game Action? Explain working with Game Action. [07]
[B] Explain drawString(), repaint(), showNotify() and hideNotify(). [07]
OR
[A] Write a short note on Clipping regions.
[B] Explain drawRect(), drawArc() and drawLine() with example.
- Q-4.[A] What is Record store? Explain creating, reading, writing and removing a record store. [07]
[B] What is JDBC? Explain JDBC driver types in detail. [07]
OR
[A] Explain primary key, foreign key and Normalization.
[B] Explain Connection, Statement and ResultSet objects.
- Q-5.[A] Explain HTTP GET & POST, Cookie and Datagram in brief [07]
[B] Explain Bluetooth service model and Bluetooth API. [07]
OR
[A] Explain Infrared Communications and OBEX.
[B] Write a short note on SMS API.