

April - 2016

BCA-Sem-6

PAPER No: 602

Title: Mobile Application Development using J2ME

Sub code: 3464

Duration: 2:30 HRS

Marks: 70

- Q: 1 [A] Explain the Inside J2ME. 7  
[B] Explain the Wireless Technology. 7

OR

- Q: 1 [A] Write down the short note on PDA and Messaging. 7  
[B] Explain the J2ME Architecture in detail. 7

- Q: 2 [A] Explain the Command Class. 7  
[B] Explain the Form class with example. 7

OR

- Q: 2 [A] Write a note on Palm OS emulator. 7  
[B] Explain the DateField Class with example. 7

- Q: 3 [A] What do you mean by Canvas? Explain the Layout of Canvas. 7  
[B] What is Game Action? Explain working with Game Action. 7

OR

- Q: 3 [A] Explain the Rectangle with example. 7  
[B] Explain Clipping Region. 7

- Q: 4 [A] Explain the Insert, Update and Delete data from Table. 7  
[B] Explain Primary key, Foreign key and Normalization. 7

- Q: 4 [A] Write down the short notes on Database Connection. 7  
[B] What do you mean by JDBC? Explain the JDBC Driver Types. 7

- Q: 5 [A] Explain how to posting a form with HTTP POST. 7  
[B] Explain WMA and SMS. 7

OR

- Q: 5 [A] Write down the short notes on Bluetooth API. 7  
[B] Explain the Infrared communication and OBEX. 7