P76

[Total No. of Pages: 2

APR-17/BE/Insem88					
B.E. (Computer Engineering) MOBILE APPLICATIONS					
Time	e:1 E		x. Marks: 30		
Insti	ructio	ons to the candidates:			
	1)	Answer Q1 or Q2, Q3 or Q4, Q5 or Q6.			
	<i>2)</i>	Neat diagrams must be drawn wherever necessary.			
	3)	Figures to the right indicates full marks.			
	4)	Assume suitable data if necessary.			
Q1)	a)	What are the mobile Myths? Explain in detail?	[4]		
	b)	What is Native Apps, Web Apps, and Hybrid Apps, explain examples?	with suitable [6]		
		OR			
Q2)	a)	What is HTML 5? Explain the Features that you can utilize in web apps?	n your mobile [5]		
	b)	Explain Web Services along with suitable advantages?	[5]		
<i>Q3</i>)	a)	What is WAP Push?	[3]		
~ /	b)	Explain in short what is WAP 1 and WAP 2?	[4]		
	c)	Explain Mobile Device?	[3]		
		OR			
Q4)	Write short notes on the following: $[5 \times 2 =$		$[5 \times 2 = 10]$		
	a)	Low-end mobile devices			
	b)	Mid-end mobile devices			
	c)	High-end mobile devices			
	d)	Smartphones			
	e)	Feature of Mobile Web 2.0			

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Q5) a)	Explain WML with suitable example?	[5]
b)	Explain Marquee WAP CSS attributes?	[5]
	OR	
Q6) a)	Explain Contenteditable HTML 5 Attribute?	[5]
b)	Explain Datalist HTML5 Tag with suitable example?	[5]