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Eighth Semester B.E. Degree Examination, Dec.2014/Jan.2015
Web 2.0 and Rich Internet Applications

Time: 3 hrs.

Max. Marks:100

**Note: Answer FIVE full questions, selecting
at least TWO questions from each part.**

PART - A

- 1 a. Draw the diagram for AJAX application model and traditional web application model and compare them. (10 Marks)
- b. What is XMLHTTP request? With suitable examples bring out the different browser implementations of XMLHTTP. (10 Marks)
- 2 a. Explain handling multiple XMLHTTP Request objects in the same page with an example program. (10 Marks)
- b. How do you search XML documents for just the data you are looking for by using the XML document objects getElementByTagName method? Explain with an example program. (10 Marks)
- 3 a. Use the combination of CSS and AJAX to accomplish the following:
Create an html file with a button that when clicked, calls a function named getData, asking that function to download a file named message.txt which displays text in red for half a second then change to blue. (15 Marks)
- b. How do you handle timeouts in AJAX? (05 Marks)
- 4 a. Explain the factors that influence the flash player. (06 Marks)
- b. Differentiate between HTML and flex application. (04 Marks)
- c. With a neat diagram, explain how flex application works. (10 Marks)

PART - B

- 5 a. Briefly explain the MXML syntax and structure. (12 Marks)
- b. What are the UI components? What are the common properties implemented with UI components? (08 Marks)
- 6 a. Define Action Script. What are all the ways to include Action Script within flex with examples? (08 Marks)
- b. Explain how Action Script handles runtime errors. (06 Marks)
- c. Define Interfaces. List the differences between interfaces and classes. (06 Marks)
- a. How do create object in an Action Script? Explain with examples. (08 Marks)
- b. How to define state in an Action Script? Explain how to add and remove elements using Action Script. (12 Marks)
- 8 Write short notes on the following :
 - a. Data binding features of flex framework
 - b. Building data binding proxies
 - c. Formatting Data
 - d. Validating User Input. (20 Marks)

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