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## Eighth Semester B.E. Degree Examination, May/June 2010

### Web 2.0 and Rich Internet Applications

Time: 3 hrs.

Max. Marks:100

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

#### PART – A

- 1 a. Write short notes on:
  - i) Software as service (Soas) (09 Marks)
  - ii) Social networking
  - iii) Folksomonics. (05 Marks)
- b. Define web services. What are the basic building blocks of a SOAP message? (05 Marks)
- c. What is JSON? How do you convert a string to a JSON object? Consider the following information about a student in an engineering college affiliated to VTU. The information includes USN, name of the college, branch, year of joining and email\_id.
  - i) Create an object literal. ii) Write a JSON code for the above information. (06 Marks)
- 2 a. Briefly explain the AJAX principles. (07 Marks)
- b. Draw the diagram for AJAX application model and the traditional web application model and compare them. (08 Marks)
- c. Describe the hidden frame technique in AJAX. (05 Marks)
- 3 a. Explain the following AJAX patterns with one example:
  - i) Submission throttling
  - ii) Predictive fetch
  - iii) Fallback patterns. (12 Marks)
- b. Write down any four XML http request methods along with their parameters. (04 Marks)
- c. Write short notes on:
  - i) iframes
  - ii) cache control. (04 Marks)
- 4 a. Explain the factors that influence the flash player. (06 Marks)
- b. Differentiate between HTML and flex applications. (04 Marks)
- c. What is a neat diagram, explain how flex application works. (05 Marks)
- d. What is meant by flex framework? Explain any four frameworks. (05 Marks)

#### PART – B

- 5 a. Define ActionScript. What are all the ways to include ActionScript within flex with examples? (06 Marks)
- b. Create a button with the is as button and change the label of button as “Click”, using MXML and ActionScript. (04 Marks)
- c. Define interfaces. List the difference between interfaces and class. (05 Marks)
- d. Explain how action script handles runtime errors. (05 Marks)

- 6 a. Explain the flex application life cycle. (06 Marks)
- b. Differentiate between a flash player and a flex framework. (04 Marks)
- c. Write the syntax for the following:
- i) Assume the current flex application name as "VTU". From this application load another application name as "application.swf" file.
  - ii) Create a textbox and add this textbox to the current application container using MXML, action script. (04 Marks)
- d. Draw the class diagram of container components. Explain any three of it. (06 Marks)
- 7 a. Describe the user interface components and the inheritance relationship. (any three). (05 Marks)
- b. What is meant by an event? Write a function call named as "display", which display the message "VTU, Belgaum" when you click the button using click event of MXML and ActionScript. (05 Marks)
- c. What is meant by data models? Explain with one example, what are the ways you can do it. (05 Marks)
- d. Define the data binding. What are the ways to apply data binding? (05 Marks)
- 8 a. Explain the flex application remote data communication. (06 Marks)
- b. Write an MXML code which displays the content of a file named data.txt, using HTTP service. (08 Marks)
- c. Write short notes on:
- i) Mashup applications
  - ii) RSS. (06 Marks)

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