Fifth Semester MCA Degree Examination, December 2011
Web 2.0 and Rich Internet Applications

Time: 3 hrs.   Max. Marks:100

Note: *Answer any FIVE full questions.*

1 a. What is web 2.0? Explain. **(04 Marks)**
   b. Explain the following in brief: WSDL, REST. **(08 Marks)**
   c. What is JSON? Compare JSON with XML by taking the example of information about three students in a class. **(08 Marks)**

2 a. What is Ajax? Explain the key principles of good Ajax application. **(08 Marks)**
   b. List some features of Google maps, to improve its user experience, using Ajax technologies. **(04 Marks)**
   c. Describe four steps pattern of hidden frame techniques, with a neat diagram. **(08 Marks)**

3 a. Write a Javascript function to create an XML Http obect. The function should make sure you are always using the most recent version available in the user's machine. **(08 Marks)**
   b. What is a predictive fetch? Describe any one suitable situation, where, predictive fetch can be used or likely to be used. **(06 Marks)**
   c. What is submission throttling? Explain this process, with a neat figure. **(06 Marks)**

4 a. Define multistage download design pattern in Ajax and list its upsides and downsides. **(06 Marks)**
   b. Describe flex technologies in brief. List and explain categories of the flex class library. **(08 Marks)**
   c. List different types of MXML documents and create simple MXML document to display simple button. **(06 Marks)**

5 a. Write an MXML code to input a text and bind two text controls so that, as the user changes the value in the text input, the value displayed in the text control also changes. **(08 Marks)**
   b. Discuss four basic options for placing actionscript code in MXML document, with example. **(08 Marks)**
   c. What is a reflection? List actionscript 3.0 functions to support reflection in the Flash.Utils package. **(04 Marks)**

6 a. Differentiate between flash player and flex framework. **(04 Marks)**
   b. Illustrate loading one flex application into another flex application by taking a simple example. **(08 Marks)**
   c. What is preloader? List and explain valid events for a preloader. **(08 Marks)**

7 a. What are layout rules? Explain any two layouts. **(06 Marks)**
   b. Discuss important issues of style properties for padding, borders and gaps. **(06 Marks)**
   c. Write a code to create a data grid with the columns named – city, state and population, using MXML and actionscript. **(08 Marks)**

8 a. What is mashup? Explain. **(06 Marks)**
   b. Write a few points about when to use Ajax and when not to use Ajax? **(06 Marks)**
   c. Explain the three basic categories of remote data communication in Flex. **(08 Marks)**

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