

**B.Sc. (A & G) Sem. – III (Animation & Gaming) (CBCS - 2015
COURSE) : SUMMER - 2019
SUBJECT : MOBILE PLATFORMS & TECHNOLOGIES**

Day : Thursday
Date : 16/05/2019

S-2019-1324

Time : 02.30 pm to 05.30 pm
Max. Marks : 60

N. B. :

- 1) Attempt **ANY SIX** questions out of **EIGHT**.
 - 2) Figures to the right indicate **FULL** marks.
 - 3) Draw neat and labeled diagram **WHEREVER** necessary.
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- Q. 1** Describe the architecture and components of iOS platform, in detail. **(10)**
- Q. 2** Compare Any Five features of iOS and Android platforms. **(10)**
- Q. 3** Describe the various configurations and profiles available in Java ME platform, along with relationship diagram. **(10)**
- Q. 4** Describe the various high-level and low-level GUI elements in JavaME MIDP application. **(10)**
- Q. 5** With the help of neat and labeled diagram, describe the smartphone device hardware configuration, in detail. **(10)**
- Q. 6** Describe the architecture of a typical smartphone OS. Also explain the functions of various components of the smartphone OS. **(10)**
- Q. 7** Describe the evolution of mobile phone technologies over the last two decades. Represent your answer in tabular form. **(10)**
- Q. 8** Write Short Notes on: **(10)**
- a) Bluetooth technology and applications.
 - b) AR in smartphone devices

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